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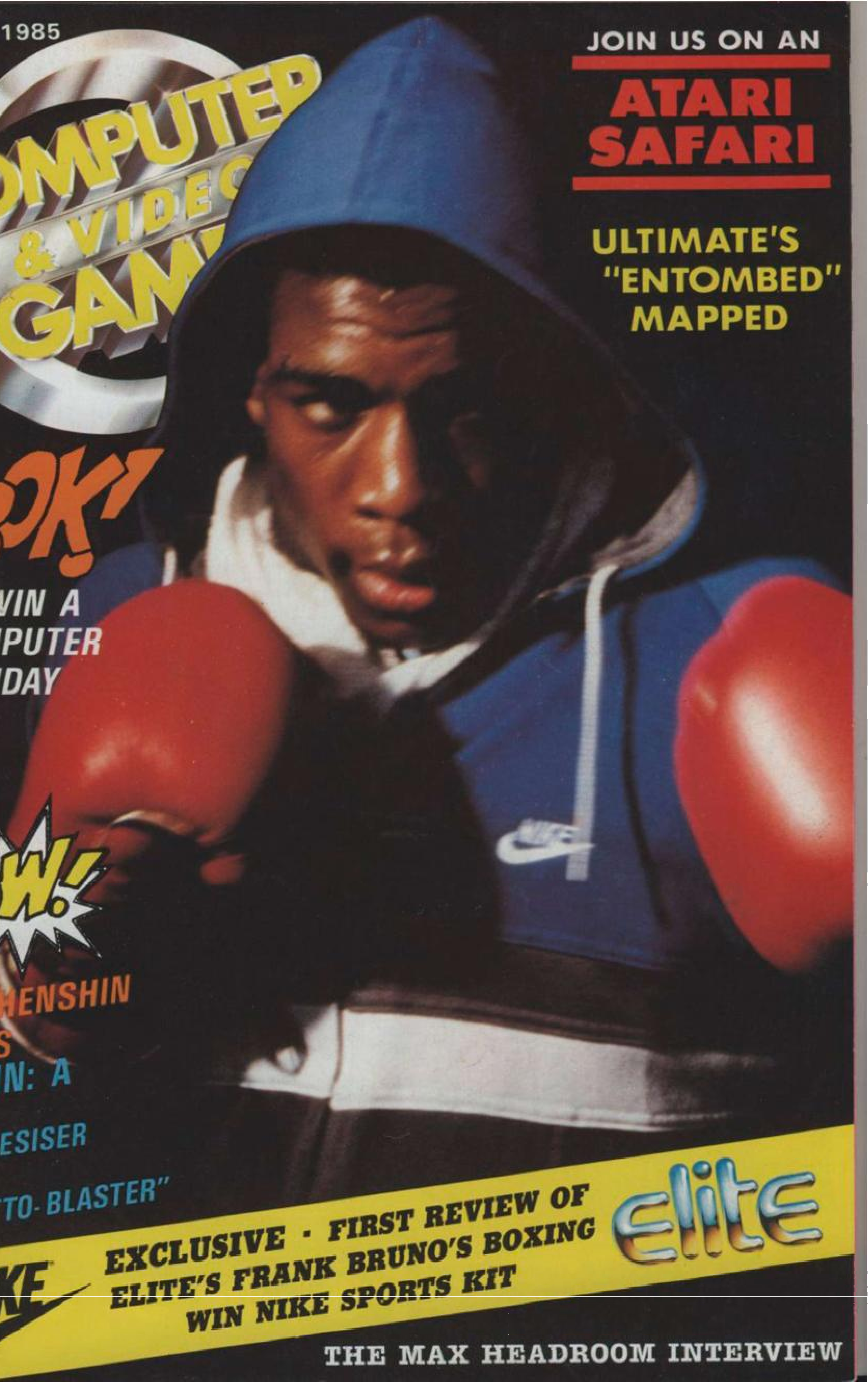

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CONTENTS

FEATURES

FRANK BRUNO'S BOXING CHALLENGE 12
Win Nike sports gear for the sport of your choice.

TECHNICIAN TED 17

GAMES THEY REFUSE TO RELEASE ... 18
Software spy Tony Takoushi tells you just what you're missing!

THE MAX HEADROOM INTERVIEW 34
The world's best computer magazine interviews the world's best TV personality and discovers that modesty is the best policy.

GHETTOBLASTER! 36
Win a Casio synthesiser — and other musical goodies.

ART MASTERS 38
Graphic secrets revealed by one of our top artists.

PROBLEM PAGE 41

BUG HUNTER 42

ENTOMBED 44
Ultimate's latest C64 spectacular mapped with Prof's hints and tips

TOPs HOLIDAY COMPETITION 48
It's the TOPs! Enter now and win a holiday.

ROBO COMPETITION 60
Win a bendy robot!

FIREBIRD COMPETITION 62
Don't buy this game — win it!

PROFESSOR VIDEO 82
Hints on *Raid Over Moscow, Elite, Broadstreet, Impossible Mission* and more.

ATARI SAFARI 85
Ten pages devoted to the Atari, packed with news, reviews, a competition and a listing.

ADVENTURE 100
Our ace adventurers look into *Askheron, Dragonworld* and get *Bored of the Rings.*

ADVENTURE HELPLINE 106

MASTER OF THE LAMPS COMPETITION 111

MAILBAG 112

PEN PALS 114

HALL OF FAME 120

LISTINGS

LABYRINTH/BBC 50
Dare you take on the legendary Minotaur in this compelling maze game? Don't ignore that ball of thread either!

APPLE CRAZY/SPECTRUM 67
This Farmer's Boy has got his work cut out trying to catch all the apples in his basket before they hit the ground. And they don't fall one at a time!

DAREDEVIL/VIC 20 74
Ever fancied being a motorcycle stuntman? Well now's your chance! See how many cars you can leap over.

PARACHUTE/CBM 64 76
The abandoned mines at Planet X are your destination in this game. The main problem is you have to go down them by parachute!

NEWS AND REVIEWS

HOT GOSSIP 6
Bad tempered Donald Duck and that cute old bear Winnie the Pooh step into the limelight as we preview US Gold's latest Disney games.

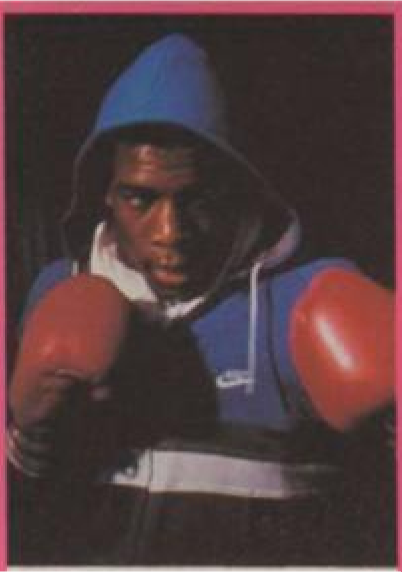
GAMES NEWS 10
More on the *Frankie* game, a look at Mike Singleton's *Quake*, plus the strongest man in Europe gets a grip on a brand new game.

REVIEWS 21
Ooooofff! *Way of the Exploding Fist* is our game of the month, plus *Dun Darach, A View to A Kill,* and *Frank Bruno's Boxing!*

ARCADE ACTION 108

NEXT MONTH 122
It's getting closer even as you read this!

Game of the Month
Way of the Exploding Fist



***Cover:** Courtesy of Nike*
How well do you know your British boxers? Turn to page 12 and have a bash!

NEXT ISSUE ON SALE 16th AUGUST

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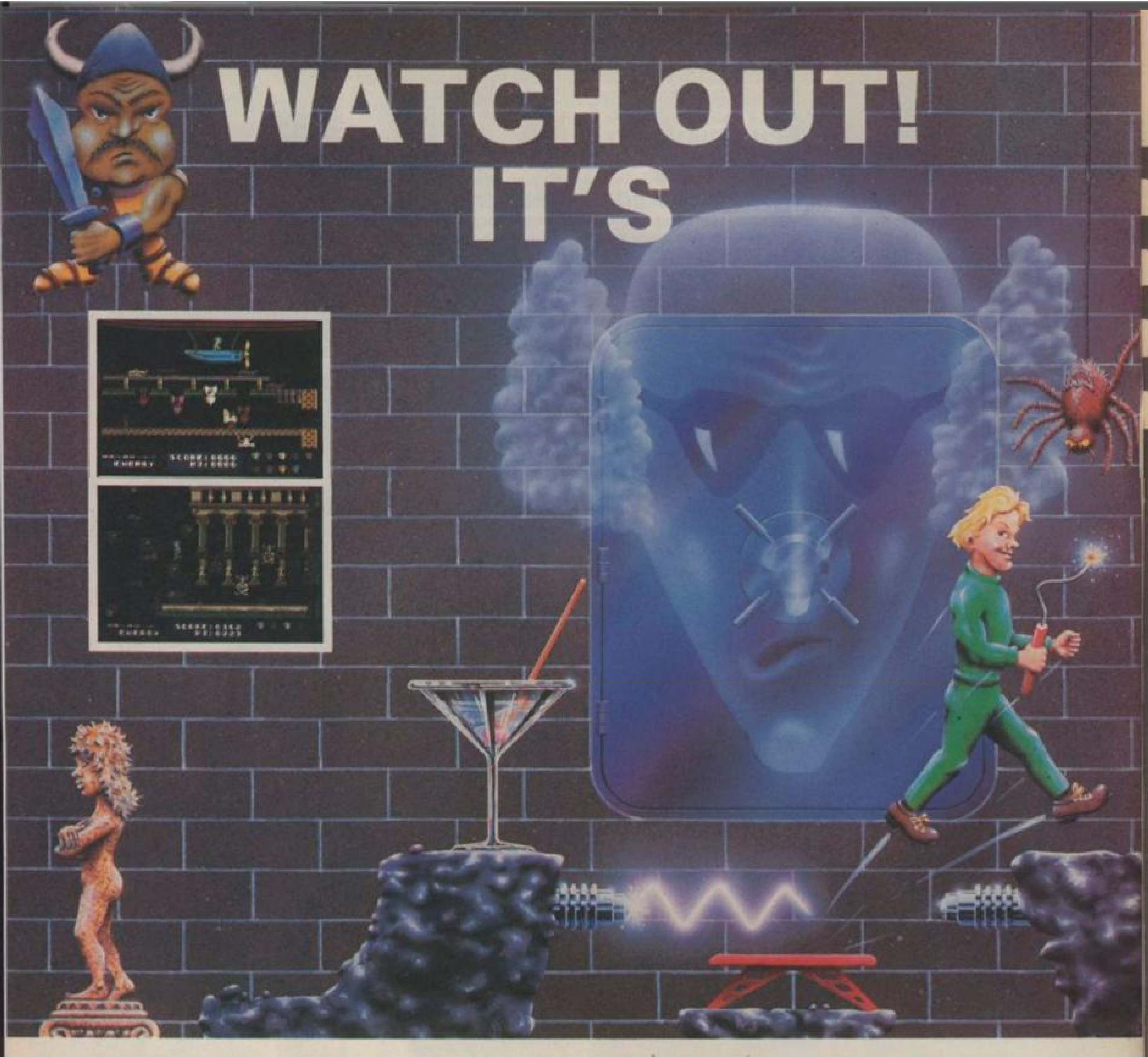
Printed by Severn Valley Press. Typeset by In-Step Ltd.



DYNAMITE DAN

94%
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"What makes the game is the graphics – large, witty, bizarre and beautifully animated . . . each screen has something remarkable, and horribly difficult puzzles . . . Dynamite Dan is not just another Miner surrogate and is at least as essential to your collection."
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Trailer/C+VG/restyle/September

CLASSIFIED INFORMATION

SECTION 1

- THE COUNTDOWN CONTINUES...
- There's just eight short weeks before the new look Computer and Video Games blasts off from your local newsagent. It's hard to believe, but we're going to make the universe's brightest and best games magazine even better.
- We'll still be bringing you up to the minute previews, reviews, news and features, but in an exciting new hi-tech style.
- In the next issue we'll reveal more of our secrets, but in the meantime don't settle for second best - order your copy of the new look C+VG today.

SECTION 2

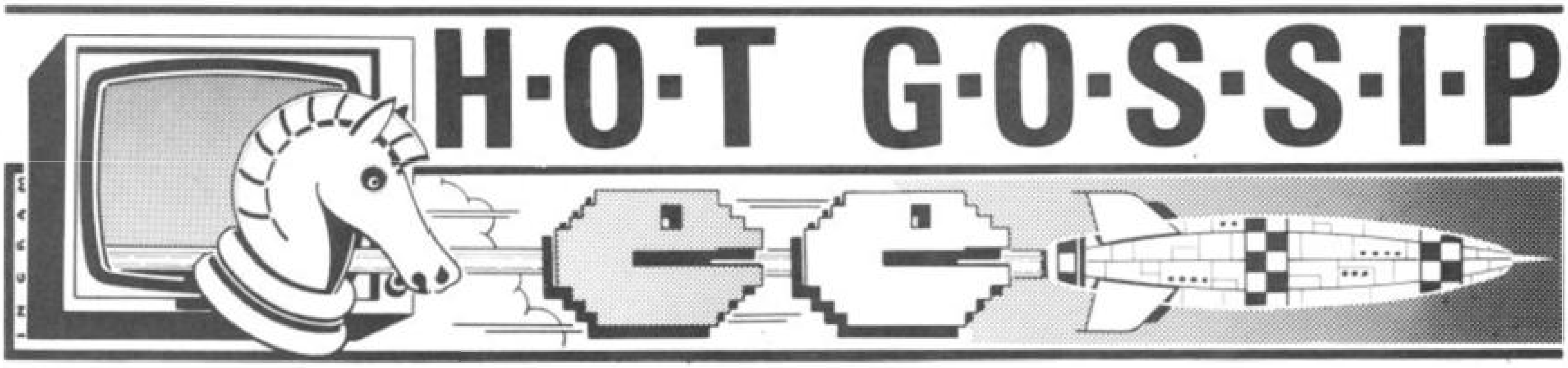
- What's more we've arranged a special offer for you. We're not giving the game away yet though - you'll have to wait until next month to find out more.
- But if you cut out the coupon on the right and hang on to it until the next issue, you'll be able to save yourself £1 when we reveal all...

COUPON

1

C+VG/SPECIAL OFFER/£1 OFF

H·O·T G·O·S·S·I·P



This month's offering is rather special — it is an exclusive preview of the Walt Disney games to be released by US Gold.

Can the games really capture the excitement of the cartoons and be worthy of the Walt Disney name? Tony Takoushi finds out.

THE WONDERFUL WORLD OF WALT DISNEY

I used to love diving into the back row of my local fleapit on Saturday mornings, sweaty palms clasped tightly around a huge box of crisp popcorn. The highlight of the morning was the cartoons! Well they are back and with a vengeance, in a rather different format.

US Gold will be releasing a series of games licensed from Walt Disney, the first two being *Winnie the Pooh in the Hundred Acre Wood* and *Donald Duck's Playground*. They will be available on the Commodore 64 and will be aimed at the seven to eleven year olds.

OK, so I like a good mega-zap, shoot-it-if-it-moves-arcade-adventure like most maladjusted video kids and *Donald* does not fall into any of those categories. However this is a new area and, like slaughtering millions of aliens, it can be fun!

The game has stunning graphics and immense playability. It involves Donald running around town doing different jobs . . . waddle, waddle.

There are four places of work, McDuck Airlines, the Produce Market, the Toy Store and the Amquack Railroad.

The Produce Market sees Donald catching produce thrown off a truck and placing it in the correctly marked bins. If you make a mistake and put it in the wrong bin, it falls to the floor and squelches! McDuck Airlines is similar — you have to identify luggage on a conveyor belt by its initials and then throw it into the appropriate tramcar.

A rather hairy place to work is the Toy Store. Donald has to put the toys on the shelves in their correct places by climbing up a ladder to the correct shelf. Perils are, of course, never far away and the Amquack train trundles by causing the toys to fall — so you must make a dash for the special shield that covers the shelves when the train approaches.

Finally we have the Amquack Railroad — here Donald has to guide the train, by junction switches, between two towns. He picks up a parcel from one and delivers it to the other.

With all four jobs, *Donald* selects the amount of time he wishes to work and on completion of a shift is paid. He can then go shopping in Minnie's Five and Dime shop, Mickey's Hardware store or Goofy's Junk Shop. He can buy a variety of items ranging from ladders, monkey bars, swings and slides to trampolines, tyres, boxes and nets. He then uses these items to set up a playground for his three nephews Huey, Dewey and Louie — the final goal of the game.

Obviously as this game is aimed at a young age group it is designed to develop certain skills. The four sub-games teach special relationships as well as matching and logic skills, whilst the concept of work, pay and use of money will help a child grasp a most fundamental concept.

The graphics are straight out of a cartoon. And the game is very entertaining — provided that you play it on the top level! Overall I have only one qualm — the sound could have been better!

Are you sitting comfortably? Then I will begin . . .

"Oh bother," said Pooh.

A knock at the door, it was his friend Piglet who seemed quite upset.

"Oh dear, I seem to be missing something," said Piglet.

That's odd," said Winnie the Pooh, "I think I'm missing a few things myself. Oh well I'm feeling a little rumbly in my tummy. Things are bound to look a little better after a little something — join me won't you?"

So starts the Pooh adventure. After a little something to eat they go and visit Eeyore the donkey, the rabbit and Christopher Robin to find they are all missing something!

Christopher Robin tells Pooh a blustery wind mixed up everything in the forest and it will take a real hero to sort out the mess.

Pooh sets out to put matters to right and you have to guide him on his travels around the forest. There are ten objects to collect, each object belonging to a particular character or place.

If you find an object, you then have to give it to the right person bearing in mind you can only carry one object at a time.

Plotting a map is helpful and recovering the objects quickly is essential. If you dally, the dreaded mist comes. You lose your sense of direction in the mist and can end up in some very strange places! Tigger is another problem (they tell me he is "bouncy"). If you meet him, he will take anything you are carrying and move you to another part of the forest.

The only person who helps you is Owl who gives you helpful clues.

It is a good educational program with competent problem solving and comprehension skills. Both these games should be available around August time, but will cost around the £14.00 mark.

That wraps it up for this month — but watch out for next month. I have got you two DYNAMITE pieces of software — one is the ultimate race game and the other will have you swooning in disbelief.

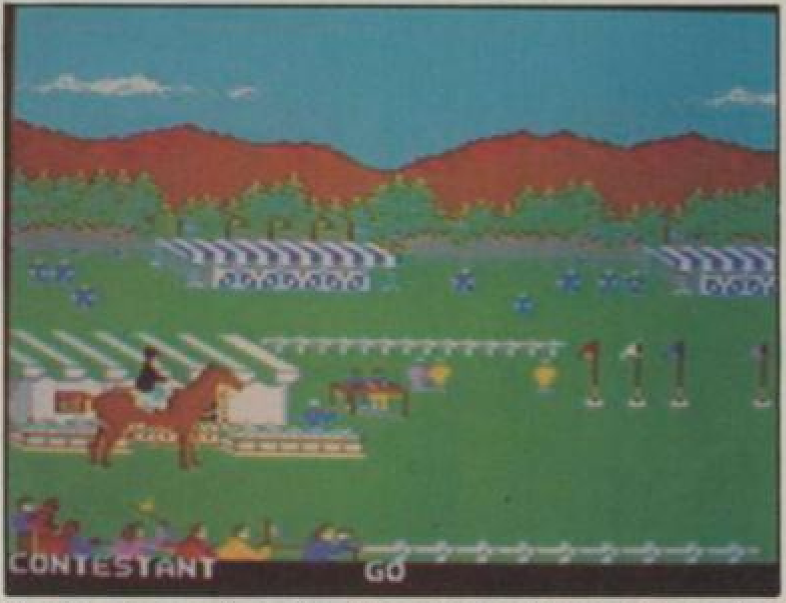
● Not too long ago I mentioned to Ocean that Konami had not marketed their games over here although they were on release in the US. Similarly Konami told me they were trying to put their own package together for release in the UK. They have seen the light and you the consumer will benefit — they have agreed on a joint venture that will shortly see Konami games in the UK.

● It appears that Domark are burning the candle at both ends these days! The July issues of virtually all Commodore user magazines have an "exclusive" on the James Bond game. To set the record straight, *C&VG* had the first REAL exclusive two months ago!!

● Sorry folks! Apparently Commodore are NOT offering free disc drives or starting a disc club as reported last issue. They tell us that our story was just an unconfirmed rumour and are fed up with answering telephone calls from hundreds of *C&VG* readers! So please don't bother the poor people at Corby and more...

H·O·T G·O·S·S·I·P

SUMMER GAMES II



I had worked hard for this. Now my chance had arrived. This was the big one!

I had spared no physical agonies in my preparation. I had run the marathon (backwards), done high altitude training on the roof, ripped joysticks in half and endured the final test, THE BURN. I thought I had done enough, but boy was I WRONG! *Summer Games II* is it — the sports challenge!

The game starts with the traditional lighting of the Olympic Flame and the release of a flight of doves. You are then faced with a menu of game options. You can play all, some or even just one event.

To ease you into the competition, there is also a training mode for each event and the facility to see the world records or the opening and closing ceremonies at your leisure.

There are eight events in all and, unlike other Olympic games, the joystick waggling is at a minimum. The emphasis is on timing and co-ordination.

Let me stress that all eight events are quality items, although I will concentrate on my favourite four — Triple Jump, Javelin, Rowing, and Cycling.

The Triple Jump is mean. You have to waggle the joystick up and down to build up speed on the run up and push the joystick to the right at the three crucial steps. This sounds easy, but your timing has to be immaculate to make the jump successful. If you fail, your athlete falls, sprawling in the sand. He then picks himself up — head down in shame!

The Javelin event is superb. The animation in this event looks like *Impossible Mission* with true to life inertia built in! You have to press the fire button in time with the athlete's running steps to increase pace. As he approaches the line, you push the joystick to the left, his arm goes back and he will release the javelin when you release the joystick. Simple but beautifully effective.

Rowing really tests your timing — you have to push the joystick left and right in relation to your rower's movements. If your timing is spot on then you will stroke that much more effectively and cover the distance a lot faster. Again, great graphics and a true quality arcade feel.

The really gruelling event to my mind is the Cycling. This event is very hard to master. To move your cyclist, you must push the joystick in one of eight directions as indicated by an arrow on the screen. If you are pushing the stick in the right direction at the right time, you will pick up speed.

As you pick up speed, so the arrow moves faster and eye-hand co-ordination is crucial to survive.

I had my doubts about the Equestrian events. Could Epyx really deliver on a horse riding game? Yes, they could! Very skillful timing is essential to leap the fences correctly. Any falls and knocked fences earn you penalty points. If you get too many penalties, you are disqualified. Superb animation once again.

In the High Jump, you must gauge the angle of approach to the bar as well as monitoring your speed. I found this very hard to do initially, although a little practice soon cured the problem. A nice touch here is that you can put the bar at whatever starting height, you wish. As is standard,you get three attempts to clear the height.

Fencing is finnicky to play and some real dedication is needed. You can parry, thrust and step with the best of them but you have got to learn HOW first! If in solo mode, you take on a droid (I hate that droid!) and have a three minute bout in which to score as many points as possible. Considering the complexities of such a sport it has been translated well to the 64.

Finally there is Whitewater Kayaking. This is really hard to play!! The water gurgles merrily away as you fight with the current to get your kayak through the 15 gates. Your man can paddle for control but the current takes over at the slightest lapse. If you fail to pass through a gate, you get penalty points which are translated to time penalties at the end.

Other features in the game allow you to load the events from *Summer Games* one and play any game from the two packages combined. There is a high score table on the disc version I have, and you can select the number of joysticks you wish to use.

The closing ceremony is stunning. It has the Jetman flying in from the distance and the infamous Blimp dirigible with scrolling messages. To crown it all, there is a firework display. Well, what else could there be?

Epyx have *Winter Games* under development at present and, if it is half as good as this game, they have a real winner on their hands.

Summer Games II will be sold in the UK by US Gold and will be available around the end of August.

"These are even crazier than I am, Folks!"

MAD DOCTOR
FRANKIE

This month's
MicroGamer
zany program

"My two bijoux choice-ettes"

1. Frankie goes to Hollywood by Ocean.
A fab game featuring the intergalactic mega hunks themselves.

2. Mad Doctor by Creative Sparks.
Fiendishly clever!
A game crammed with gunk and gore (and other naughty bits).

"My pick of the Arcade and Adventure:"

The way of the exploding fist

by Melbourne House

Martial arts for two combatants, involving 18 manoeuvres such as kicks, feints, and blocks. By outwitting opponents, and gaining complete control over your body, you can change from a cuddly kitten into a Tenth Dan.

Spectrum 48K, Amstrad,
Commodore 64. £9.95

THORN EMI Computer Software
International Micro Software Division

REPTON

by Superior Software

The object is to retrieve diamonds from an underground cave system, using maps and passwords. But look out! Ferocious reptiles are lurking just around the corner. (Yuk!)
BBC Electron. **£9.95**

GHETTO BLASTER

by Virgin

The player, alias Rockin' Rodney delivers demos to his record company. But first he must test their danceability by blasting the people of Funky Town to their feet. Stupendously fab soundtrack includes Baker Street and Electric Avenue.
Commodore 64 **£8.95**

mystery makes his own review...

QUACKSHOT

by Creative Sparks

A mad survival chase game, with the player as night watchman in a toy factory, pursued by crazed clockwork ducks. (I know the feeling).
Spectrum 48K **£2.50**

DESERT BURNER

by Creative Sparks

Desert Burner is a powerful road bike capable of megasonic speeds. The rider has to deliver crucial weapon plans, but there are enemies attacking and traps to evade. Skilful, huh?
Spectrum 48K **£2.50**

A VIEW TO A KILL

by Domark

The name is Bond, James Bond. The game is to tear through the 3D streets of Paris, escape from a raging inferno, then save the world from a ghastly time bomb (and the Duran Duran soundtrack!)
Commodore 64
Spectrum 48K **£10.99**

MAD DOCTOR

by Creative Sparks

As Mad Doctor, in this blood-curdlingly evil game, the player must create new life out of freshly killed body parts. If he arouses the villagers' suspicions, they'll kill him. A light touch on the scalpel is required.
Commodore 64 **£8.95**

SHADOWFIRE

by Beyond

The player has a 100 minutes of real time to rescue Ambassador Kryxix held captive by the horrible General Zoff. All commands are issued through picture symbols to enable the game to be played at a truly intergalactic pace.
Commodore 64
Spectrum 48K **£9.95**

Super Gran

THE ADVENTURE by Tynesoft

A whacky chase game based on the popular TV pensioner. Put on your kilt and your lavender water, wave your walking stick and zap the evil Scunner Campbell before he blams the world to bits.
Commodore 64 Commodore 16
Spectrum 48K **£9.95**

DUN DARACH

by Gargoyle

Cuchulainn, the hero, is trying to free a companion imprisoned in the corrupt city of Dun Darach. But first he must take part in hundreds of minor adventures. A game for brilliant warped minds.
Spectrum 48K **£9.95**

FRANKIE

GOES TO HOLLYWOOD

by Ocean

A perilous journey to the centre of the pleasuredome with those whacky Frankie boys. Plus a unique live recording of Relax.
Commodore 64
Spectrum 48K **£9.95**

Something for zappers everywhere:

JUMP JET

by Anirog

A sophisticated combat and flight simulator, requiring a strong nerve, and a head free of blancmange. The mission – to seek and destroy in ever-deteriorating weather.
Commodore 64 **£9.95**

"Things for sporty hunks to play:"

Graham Gooch's TEST CRICKET

from Audiogenic

Superb sports simulation, with lots of googlies, maidens, and silly mid-offs. It's just like real cricket, except that, with you in control, England may even win the Ashes!
Commodore 64 **£9.95**

"Something to de-scramble your brain with:"

MINI OFFICE

by Database

Comprising a word processor – for writing letters and reports, a database – for storing addresses, and a spreadsheet – for storing complicated numbers. Pretty clever stuff, huh?
BBC Micro **£5.95**

"A bonus for all you 'Stuff' fans:"

DON'T BUY THIS

by Firebird

A cringe-along compilation containing the five most forgettable games of all times – about as exciting as watching grass grow. (Recommended for insomniacs).
Spectrum 48K **£2.50**

Win

UNMASK THIS MONTH'S MYSTERY MICROGAMER AND WIN A 2-PACK PROGRAM PRIZE – TEN PRIZES MUST BE WON.

FRANKIE
MAD DOCTOR

If you know the answer, send this coupon in to us, not later than 30 July 1985. The first ten correct entries drawn will each receive FRANKIE GOES TO HOLLYWOOD and MAD DOCTOR.

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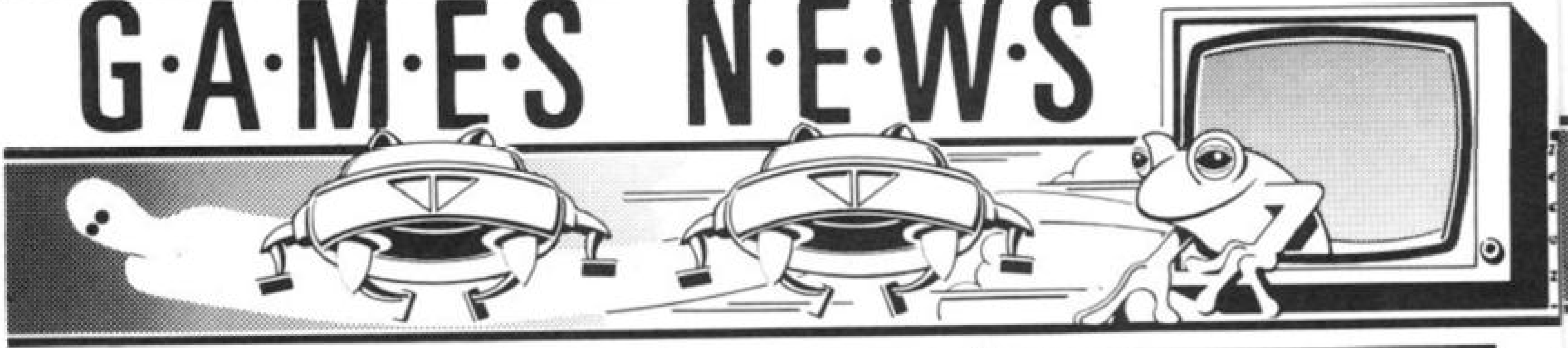
GAMES NEWS



HOLIDAY CENTRE

You're all just about to go away on holiday, right? And you'll be thinking about all those wonderful postcards you'll be sending back to your mates.

Well, here's a special *C&VG* challenge for you. We want to see the naffest, most boring or tasteless postcard you can find while you are away and send it to us at *C&VG* with a suitable message on the back. Then we'll pick the naffest postcards and send the fortunate person who mailed it to us a suitably awful prize. Interested? Good! But remember we'd like to be able to print some of them in *C&VG!*

Send your naff holiday postcards to *Computer & Video Games,* The Worst Postcard in the World Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

Don't forget to tell us your name and address so we can send your prize to you.

RELAX — AGAIN?

Just how many more versions of Frankie's *Relax* single are there? The boys who went to Hollywood seem to have more mixes of their number one smash than Mr Kipling's cakes! You'll get one on the new Ocean game based around the group. It's a live version of the controversial tune.

The game also features another "new" tweak. You load the game and then play an audio cassette which gives you instructions on how to play the game on the a-side and some Frankie sounds on the b-side. "Datatune is a new idea," says Ocean boss David Ward. But what about *Deus Ex Machina* then, David?

BUILD A BODY

The next sporting superstar to get the computer game treatment will be strong man Geoff Capes. Martech, the people who brought you Eddie Kidd and Brian Jacks Superstar, are behind this new sports simulation which promises to be just a bit different.

The game will be based around Geoff's exploits in those Strongest Man in the World extravaganzas shown on TV. Not only will you have to compete in some gruelling events but also "build a body" which is up to all that excercise!

HYPERSPORTS

Ocean has acquired the rights to publish eight of Japan's top arcade games for the Spectrum, Commodore and Amstrad throughout Europe.

Hypersports — a sports simulation — will be released first, followed by *Konami's Tennis.* Recommended retail prices for the games will be £7.95 for the Spectrum, and £8.95 for Commodore 64 and Amstrad machines. Ocean will also produce CBM disc versions on selected titles and these will be available at £12.95.

Yie Ar Kung-Fu, Hyper Rally and Konami's *Golf* will be released during the following months. *Mike,* a classroom farce currently enjoying major success in the coin market, and *Comic Bakery* another fun arcade game are scheduled for release in November and December.

Watch out for *Quake Minus One,* the latest creation from the minds of Mike Singleton and Warren Foulkes.

It's a fast-moving, real-time action game set deep beneath the Atlantic ocean where a Titan power station draws energy direct from the Earth's core to fuel the world's industrial nations.

Quake Minus One

A terrorist organisation — the Robot Liberation Front — intends to sabotage the Titan's fail-safe devices and trigger off a massive earthquake. The Titan's computer will be destroyed and tidal waves will swamp the coasts of America and Europe.

The game opens on the day the RLF sabotage the Titan complex — Quake Minus One.

Government scientists have managed to re-establish communications with the computers which control Titan. Your mission is to capture or destroy the four remaining Titan computers — Zeus, Poseidon, Vulcan and Ares.

DESIGNER OF THE MONTH

NAME: Vaughan Dow

BORN: Edinburgh, 1945

GAME: Jump Jet

There can't be many computer programmers with more first-hand knowledge of their subject than former RAF Harrier jump jet pilot, Vaughan Dow.

His latest game for Anirog is *Jump Jet,* a flight simulation which also combines combat action.

Vaughan, who now works as a pilot for Dan Air, was also responsible for the highly successful *Flightpath 737.*

He became interested in computer programming when he bought a Commodore 64 in October 1983 for his children.

"I thought I would learn the basics to teach the kids," he says. "At the time I was also working as a flight simulation instructor for Dan Air. I was sure I could do something by way of programming a comparatively simple flight simulation game."

The result was *Flightpath 737* which has gone on to notch up sales of around 60,000 so far.

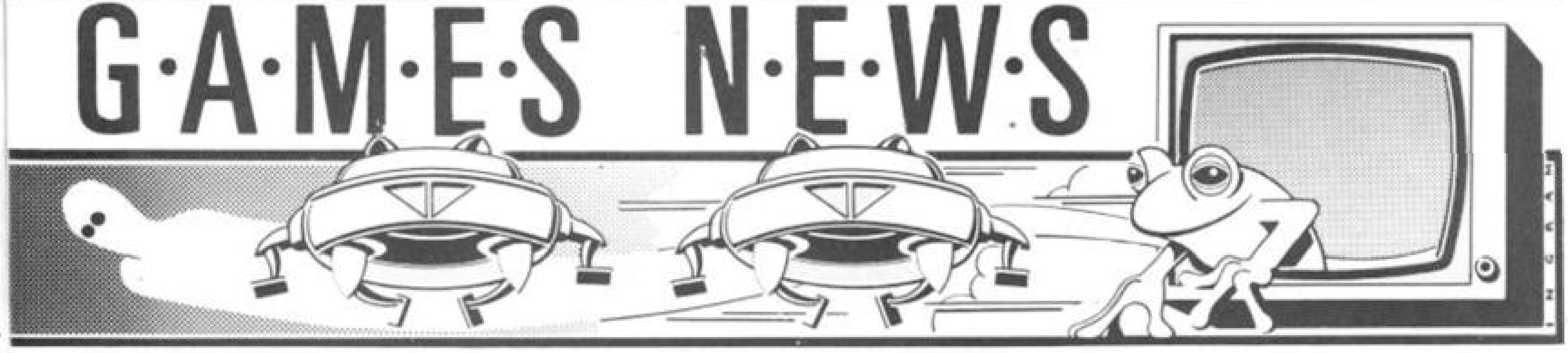
Encouraged by the success of *Flightpath 737,* Vaughan then turned his mind to *Jump Jet* which involved "far more complex programming."

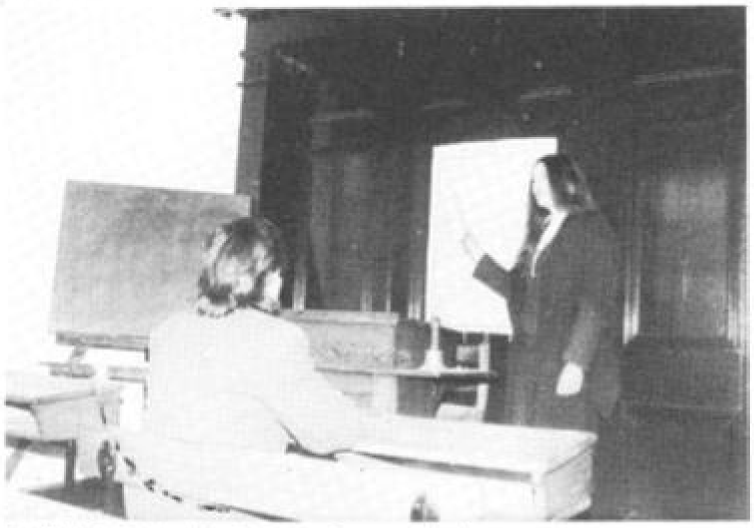
Vaughan says *Jump Jet* is "as accurate a representation of the problems of Jump Jet flying as the computer will allow."

He is now working on another program but will not say what it's called or what it is about.

Favourite Food: Steak
Favourite Drink: Drambuie
Favourite TV Programme: Yes Minister
Favourite Computer Game: None
Countries Visited: Numerous
Favourite Music: Opera
The thing I hate most about the computer industry: Nothing

GAMES NEWS





St Bride's School in County Donegal, where grown women pay for the chance to re-live their jolly hockey sticks schooldays, is to become the subject of a computer game.

The Secret of St Bride's, written for the Commodore 64 and Spectrum by Priscilla Langridge — one of the school's regular "pupils" — centres on the adventures of Trixie Trinian.

She is a girl of just a little over school age who goes to St Bride's for a taste of storybook boarding school life. But she finds it a little too real.

The Secret of St Bride's promises to be the first of a series of "unusual" games from St Bride's. Miss Marianne Scarlett, headmistress of St Bride's, says: "The production of games software is a very undeveloped field in Ireland. We intend to strike ahead and fill that gap. You'll be hearing more of St Bride's."

CLUMSY COLIN ACTION BIKER

Mastertronic, the budget game specialist, has joined forces with the snack food firm KP to launch a new computer game based on Clumsy Colin, the merchandising character for KP Skips. *Clumsy Colin Action Biker* will sell for £1.99 and will be available for the Spectrum 48k and the Commodore 64.

The link-up means the game will be publicized on 12 million packets of Skips.

KP's Bob Davis said: "With our track record, we obviously feel that we are already well-known to our customers, but we can only gain by having Skips' Clumsy Colin featured on over 100,000 computer games.

"In addition, it seems logical to link up with another company who has similar but not conflicting interests."

And Mastertronic's Martin Alper added: "Most importantly, working with KP has given us access to the big multiples and having the game publicized on all KP Skips packs has sealed the game's success."

You've heard of MUD — now get ready for MUNG! No it's not a strange creature from a Flash Gordon film — it's a new interactive game being put together by Infomania, the Hertfordshire-based computer club.

The Multi User Network Game commonly known as MUNG, will eventually have thousands of users. Many will be bored Adventure game players, who have exhausted their last breath in a terrifyingly boring fight with a bearded pirate. Initially 50 or so users will be able to play MUNG simultaneously.

For every action in the game which changes the MUNG world significantly there will be a reward of MUNG power points. Accumulate enough of these and the MUNG world quite literally, be yours!

As your character is your entry point and sense system within MUNG he/she it is very important. Above all you must never [if you can help it] let them die.

The MUNG game is scheduled for general release in the first half of 1985.

Applications for further details should be made, in writing, to: MUNG Applications, Informania, Carey Place, Watford, WD1 2LR, or telephone Watford 55122.

"Here we go, here we go, here we go . . ." with *Five-a-Side Football*, a new game from Anirog. The software house says the game will include singing and close up screens of penalty shots. The game, available for the Commodore 64, will cost £5.95. An Amstrad conversion will be out in the autumn.

Up and coming games to look out for include *Super Pipeline II* for the Spectrum from Task Set and *Juggernaut*, a driving strategy game for the Spectrum, from CRL. Both will sell for £7.95.

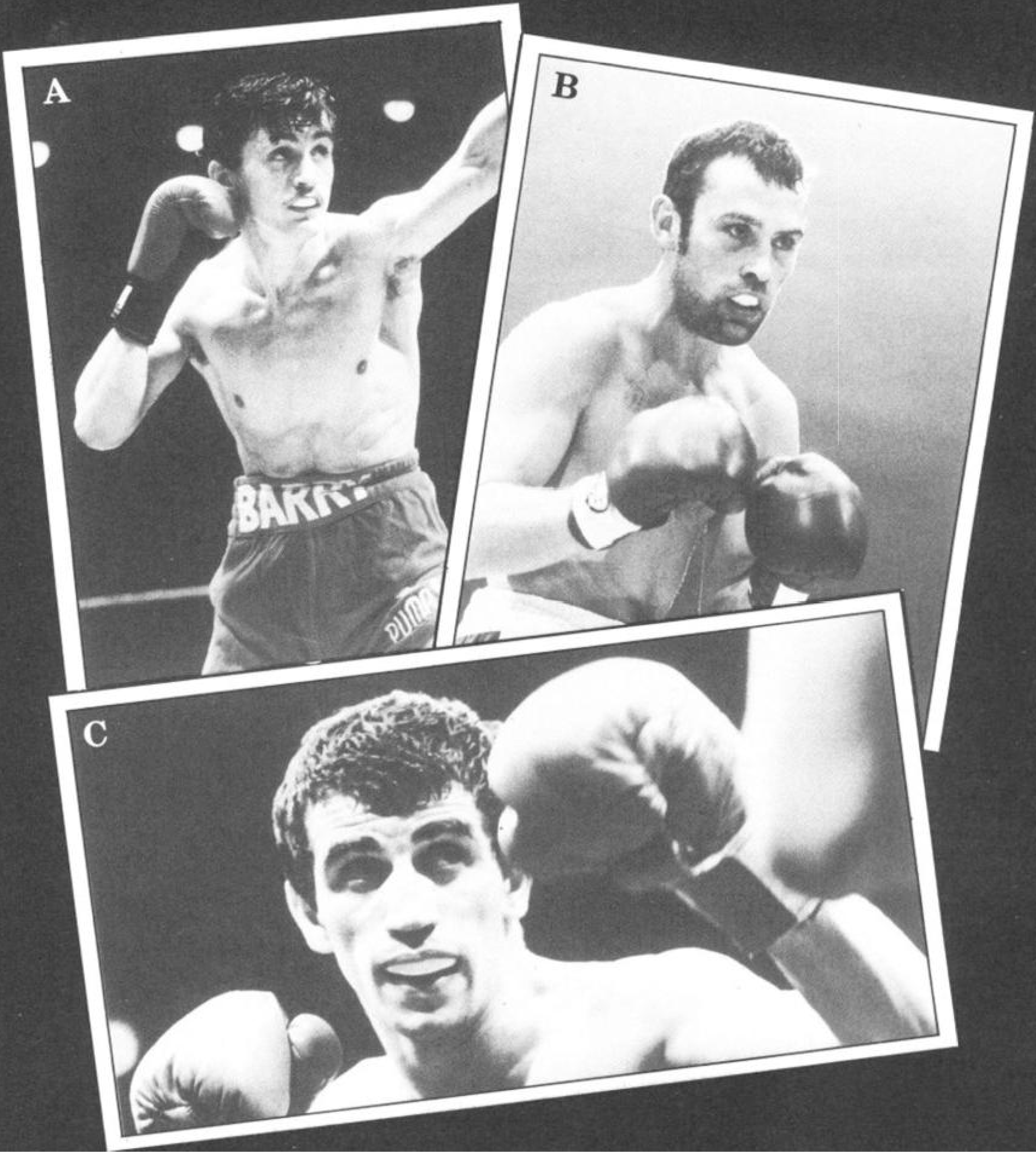
A new after-sales service package to speed up the repair and replacement of faulty hardware has been announced by Sinclair research and its UK distributors, TBD.

Each new machine is now accompanied by a Sinclair "Blue Label" which details the new procedure and includes a postage-paid voucher to cover the cost of its return direct to the factory.

Customers who have a problem with their machine within the 12 month warranty can use the card to post it to Sinclair, together with proof of purchase, and the company promises return despatch within seven days of receipt.

If the machine is taken back to the dealer where it was bought, it will be checked, and if necessary forwarded to Sinclair. The customer can choose to have the repaired machine returned via the dealer or direct to their home.

Within 30 days of purchase, customers who experience a problem can opt for a direct replacement of their machine from the dealer.



Computer & Video Games always knocks other computer games magazines for six — but this issue we've decided to deliver a knockout punch with our EXCLUSIVE Frank Bruno's Boxing competition.

Together with **ELITE**, the software company behind the Bruno boxing game, and **NIKE** sportswear, the people who make all the classy gear worn by top sports stars, *C&VG* are offering YOU some extremely special prizes.

All you have to do is identify the three British boxers pictured, fill in the special coupon and send it to *Computer & Video Games*, Frank Bruno Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

- First prize winner will get an entire **NIKE** sports kit for the sport of his or her choice.
- Second prize winner will have a choice of two items of **NIKE** sportwear.
- Third prize winner will be able to choose one item of **NIKE** sportswear. 50 runners-up will get copies of *Frank Bruno's Boxing* — which is available for the Spectrum, Commodore 64 and Amstrad.

We want a good clean fight — so get your entry off today!

C&VG/ELITE/NIKE FRANK BRUNO COMPETITION

Boxer A is ....

Boxer B is..

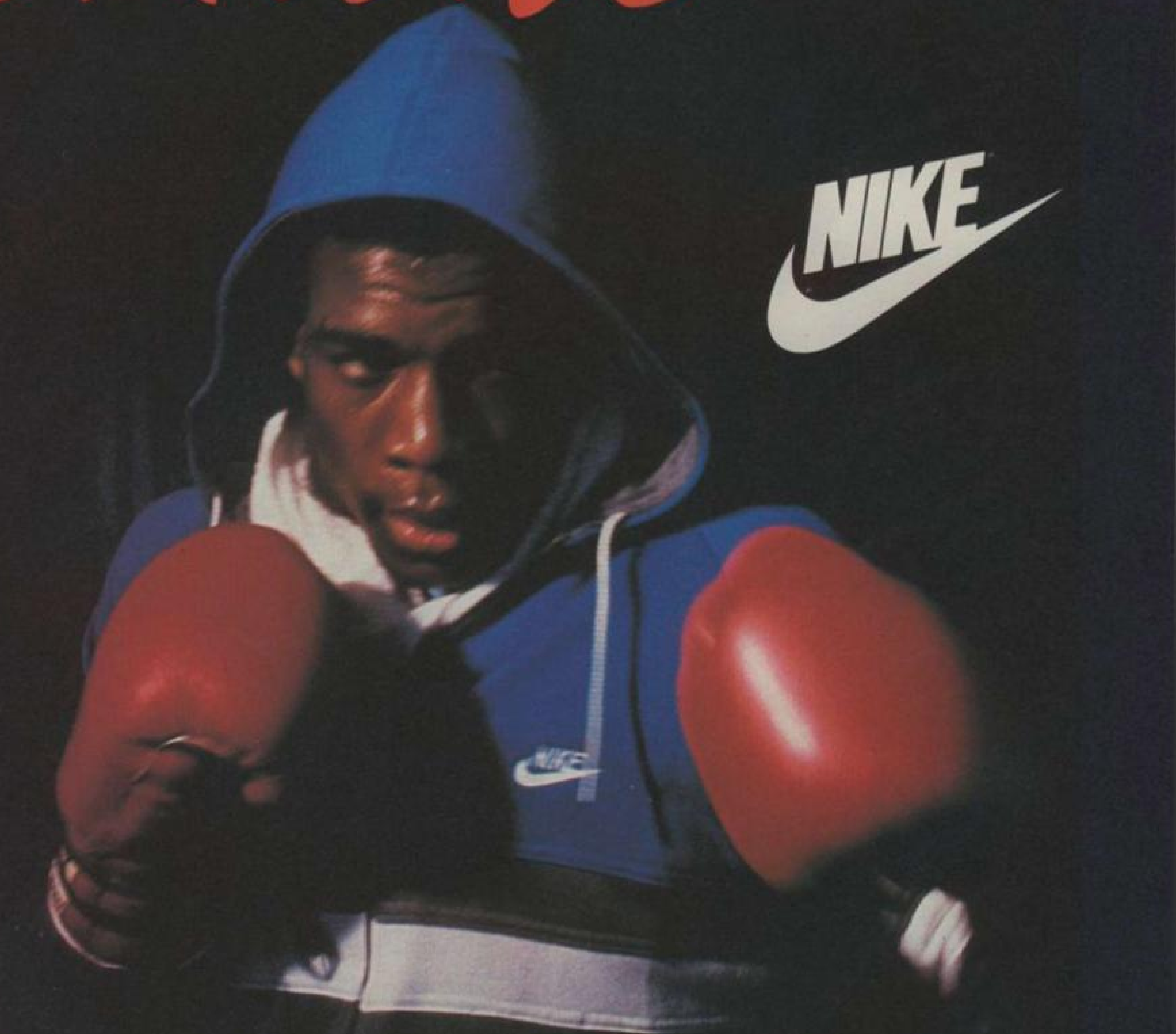
Boxer C is ....

Name...

Address ....

....

FRANK BRUNO COMPETITION



Computer & Video Games visited Frank Bruno — in training for his forthcoming title fight — at a gymnasium in Canning Town.

You won't find any computers in the gym — they are a bit too delicate! — but Frank has seen the Elite game and likes it. "It's a good game and it's pretty realistic — I hope it sells well."

By the time you read this, Frank should have fought the Swede Anders Eckland in the European Heavyweight Championship title fight at Wembley. We hope he did as well as Elite's version of the heavyweight championship challenge is bound to do!

Frank wears Nike sports gear at all his title fights — and you could win some Nike kit suitable for your favourite sport if you enter *C&VG's* exclusive Elite/Nike *Frank Bruno's Boxing* competition. And check out our round-up of the best boxing games around on page 22 and 23.

The runner-up will be invited to help Frank decorate the gym.

System 3 Software

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DATE
19th
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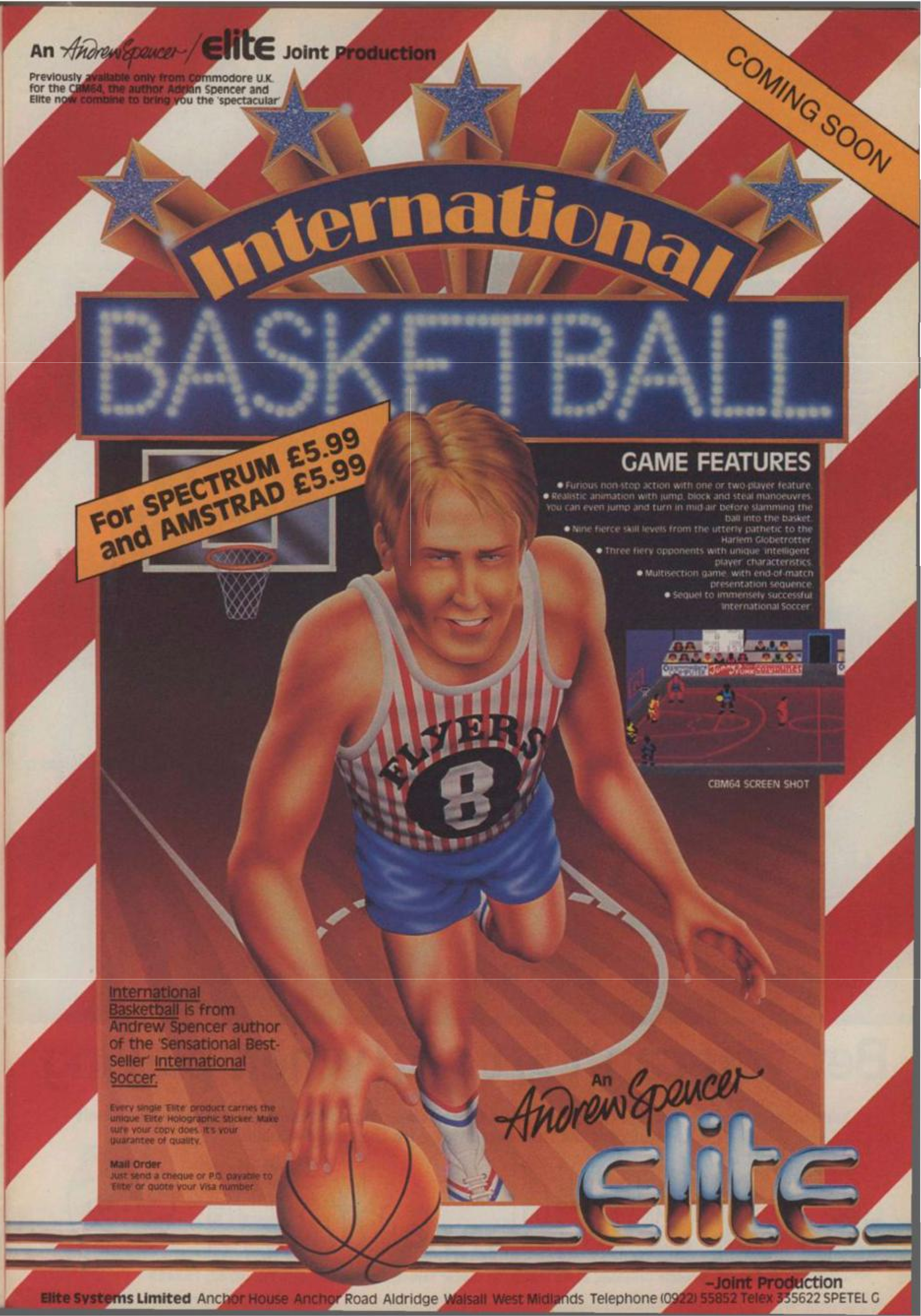
System 3 Software



An Andrew Spencer / **elite** Joint Production

Previously available only from Commodore U.K. for the CBM64, the author Adrian Spencer and Elite now combine to bring you the 'spectacular'

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For SPECTRUM £5.99
and AMSTRAD £5.99

GAME FEATURES

- Furious non-stop action with one or two-player feature.
- Realistic animation with jump, block and steal manoeuvres. You can even jump and turn in mid-air before slamming the ball into the basket.
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CBM64 SCREEN SHOT

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Guide bouncy 'Thing' through this underworld fantasia searching for the armoury to equip himself carefully for the final encounter with the evil Toy Goblin.

Commodore 64

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Gremlin Graphics

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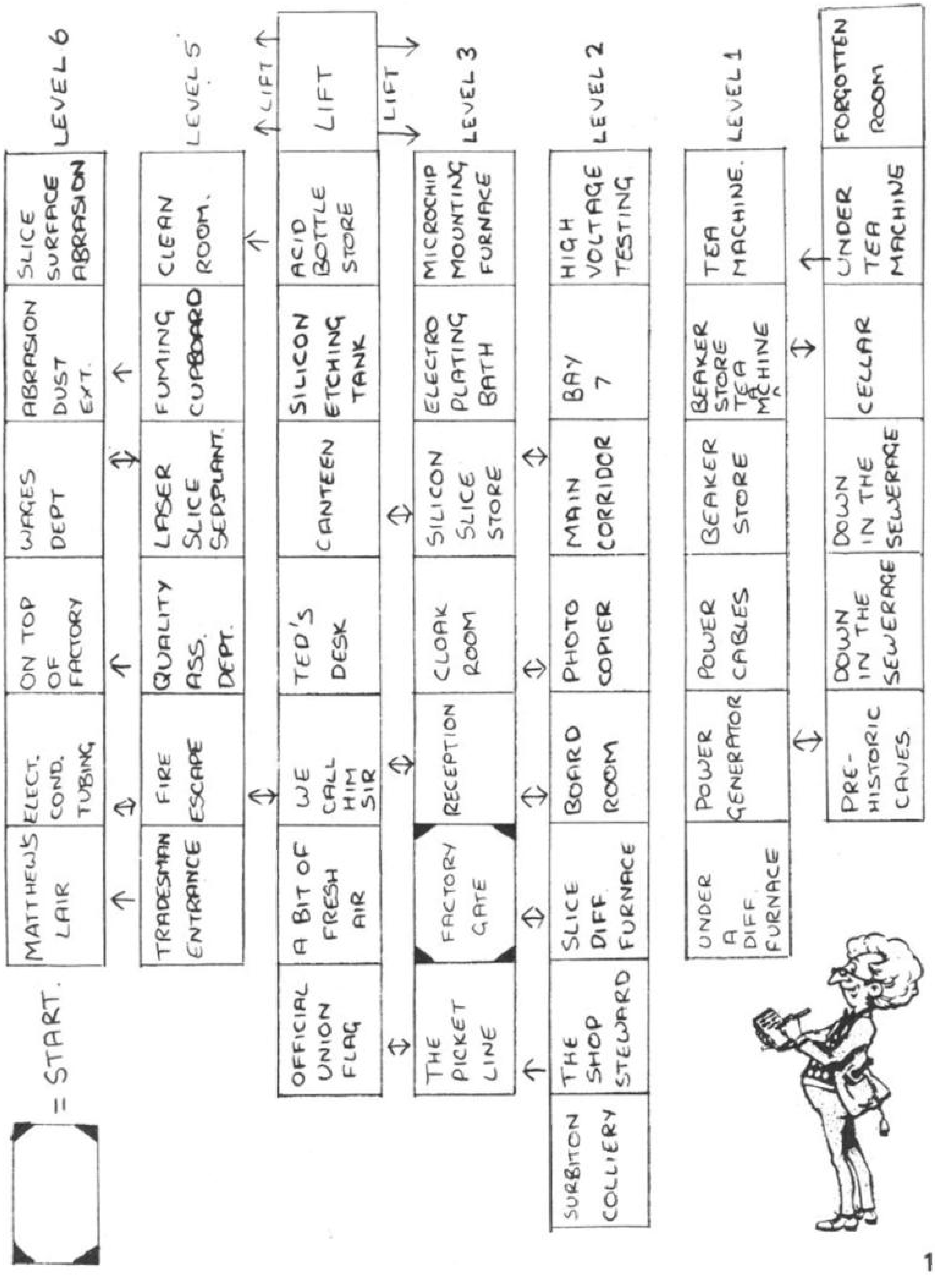
TECHNICIAN TED

Technician Ted was a surprise Top Ten hit for Hewson Consultants and *C&VG* reader A. Quick has come up with an extremely useful map of the Chip Factory to help all you TT fans out there. Prof. Video has often braved the dangers of the factory and says the quick map helps you jump over the lazy chips really easily! The Prof's jokes get worse and worse . . .


= START.
LEVEL 6
MATTHEWS LAIR
ELECT. COND. TUBING
ON TOP OF FACTORY
WAGES DEPT
ABRASION DUST EXT.
SLICE SURFACE ABRASION
LEVEL 5
TRADESMAN ENTRANCE
FIRE ESCAPE
QUALITY ASS. DEPT.
LASER SLICE SEPPLANT.
FUMING CUPBOARD
CLEAN ROOM.
LIFT
LIFT
LIFT
OFFICIAL UNION FLAG
A BIT OF FRESH AIR
WE CALL HIM SIR
TED'S DESK
CANTEEN
SILICON ETCHING TANK
ACID BOTTLE STORE
LEVEL 3
THE PICKET LINE
FACTORY GATE
RECEPTION
CLOAK ROOM
SILICON SLICE STORE
ELECTRO PLATING BATH
MICROCHIP MOUNTING FURNACE
LEVEL 2
SURBITON COLLIERY
THE SHOP STEWARD
SLICE DIFF FURNACE
BOARD ROOM
PHOTO COPIER
MAIN CORRIDOR
BAY 7
HIGH VOLTAGE TESTING
LEVEL 1
UNDER A DIFF FURNACE
POWER GENERATOR
POWER CABLES
BEAKER STORE
BEAKER STORE TEA MACHINE
TEA MACHINE.
PRE-HISTORIC CAVES
DOWN IN THE SEWERAGE
DOWN IN THE SEWERAGE
CELLAR
UNDER TEA MACHINE
FORGOTTEN ROOM

C&VG's Hot Gossiper, TONY TAKOUSHI is a dedicated games nut. And he just loves to tell the world about the latest and greatest games that he uncovers in his quest for the ultimate game experience. But his mission in life causes him a few problems. What happens when he gets a game that no-one else is ever going to see because the software supremos involved won't release it? We decided to put Tony out of his misery — and let him give you a glimpse of a few games that you may NEVER see again!

GAMES THEY REFUS

I LOVE playing games. I eat, sleep and talk games! This dedication has earned me rewards, I now have ten computer systems at home and over 2,500 games to choose from. If all that isn't enough, I also have two full size arcade machines — *Tempest* and *Radarscope* — for those lonesome hours between 12 and 4am.

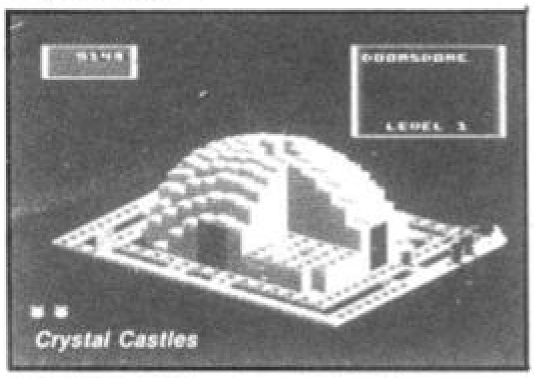
This huge collection of games has also caused me a great deal of frustration. There are so many good games I receive from the US and Europe that are *never* officially released in the UK. Why? Well, you'll have to ask the software companies about that. But I'd like to give you a brief glimpse of the goodies you're missing!

As there are so many — see the lists — to choose from I have selected some of the best for detailed examination.

Atarisoft has produced many superb arcade clones for home micros — and a few duff ones! *Battlezone* managed to gain popularity in the arcades but it was in a vector graphic format. The 64 conversion is quite close to the original but it is S-L-O-W to play.

Miss Pacman, Mario Brothers and *Moon Patrol* are top class micro conversions.

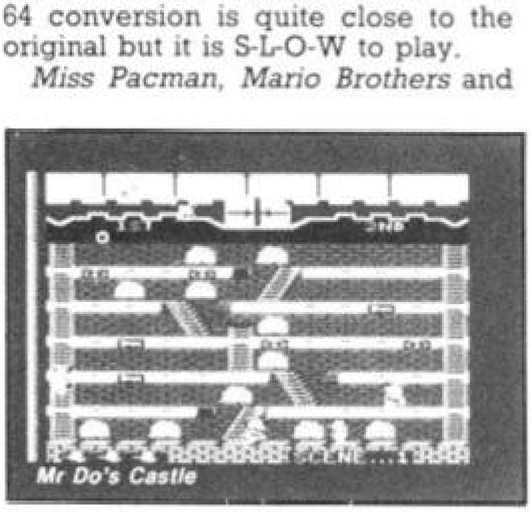
Atarisoft has the licence to many more arcade games and hopefully they will be converted to the same high standard.


Crystal Castles

Parker Video was poised to enter the UK games market with a host of top name branded games. Unfortunately they pulled out as they decided the home micro market was too volatile.

This left many top quality branded games sitting on the shelf in limbo. As Parker Games are, in the main, licensed from the arcades, they are produced to a very high standard. This is reflected in *Popeye, Gyruss, Star Wars, Q-Bert, Mr Do's Castle* and *Montezuma's Revenge*. All these games are produced to real arcader's level — *Star Wars* being the weak link in the chain — and they would have had a price tag of around £25 each.

I cannot do these games justice. If you liked the arcade originals then these are the real McCoy. I hear one of the UK's top software houses could be signing a marketing agreement which would release some of these games. So keep your fingers crossed!


Mr Do's Castle

Activision games have got better and better and I was shocked to hear that they were not going to release two games — which I consider to be among their finest — in the UK.

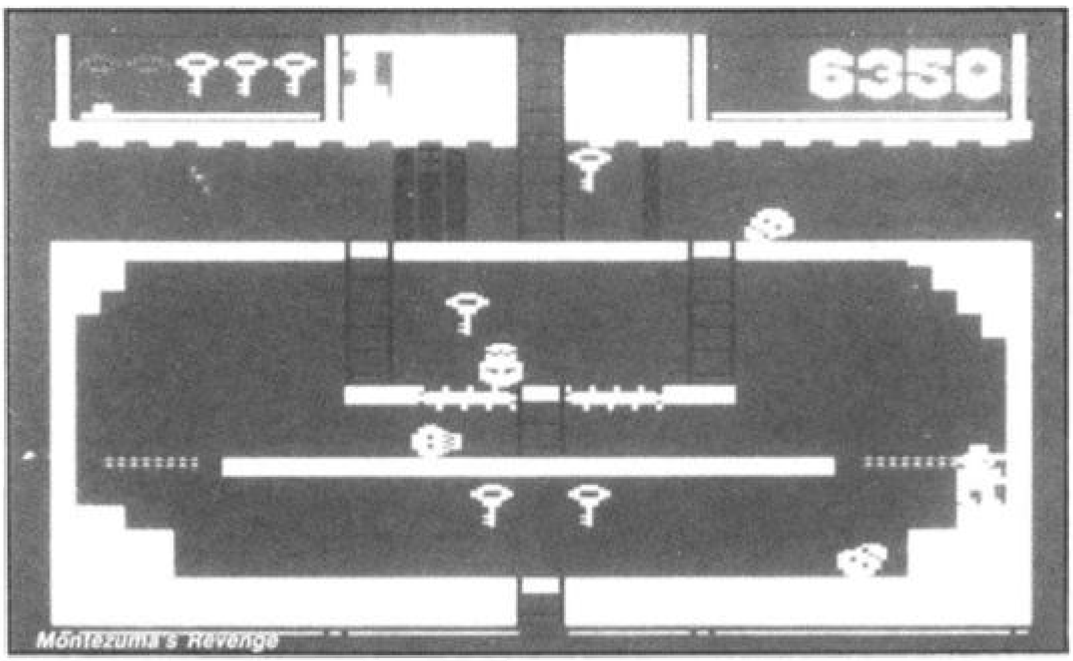
They are *Park Patrol* and *Zone-ranger*. *Park Patrol* has some of the cutest graphics and tunes I have seen bundled into a single game. It is VERY playable and very challenging. *Zone-ranger* is a cross between *Sinister, Asteroids* and *Gravitar* (an Atari game from the arcades). Again it offers superb gameplay and presentation.

The other titles I will mention come from miscellaneous games companies, but are all of a high standard.

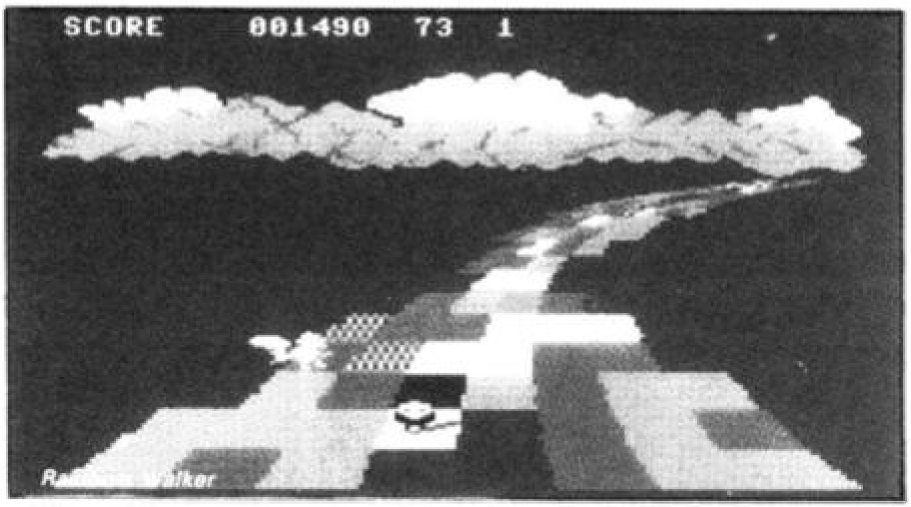
J-bird is a stunning version of *Q-Bert*. To call its graphics "cartoon-like" is an injustice, they ARE cartoons!

Mad Planets is also from the arcades — however, the author did not wholly finish the game (it lacks polish) as a licensing deal was never concluded. This is a shame as the game is so close to the original. The music is so good!

Somebody somewhere likes *Frak* (the BBC micro original now on the 64 and Amstrad) as they have written a *Frak Trainer*. This version allows you to choose any starting screen with 20 lives. Incidentally, I hear (nudge nudge, wink wink) that if you type "American Express" on the 64 version while holding down the CTRL key, a message appears on the screen saying "That will do nicely" and put you in to a cheat mode!


Montezuma's Revenge

I have seen quite a few versions of *Crystal Castles* but none to touch a version from *Thundervision*. This IS *Crystal Castles*, it has all the corridors, secret exits and playability of the original.



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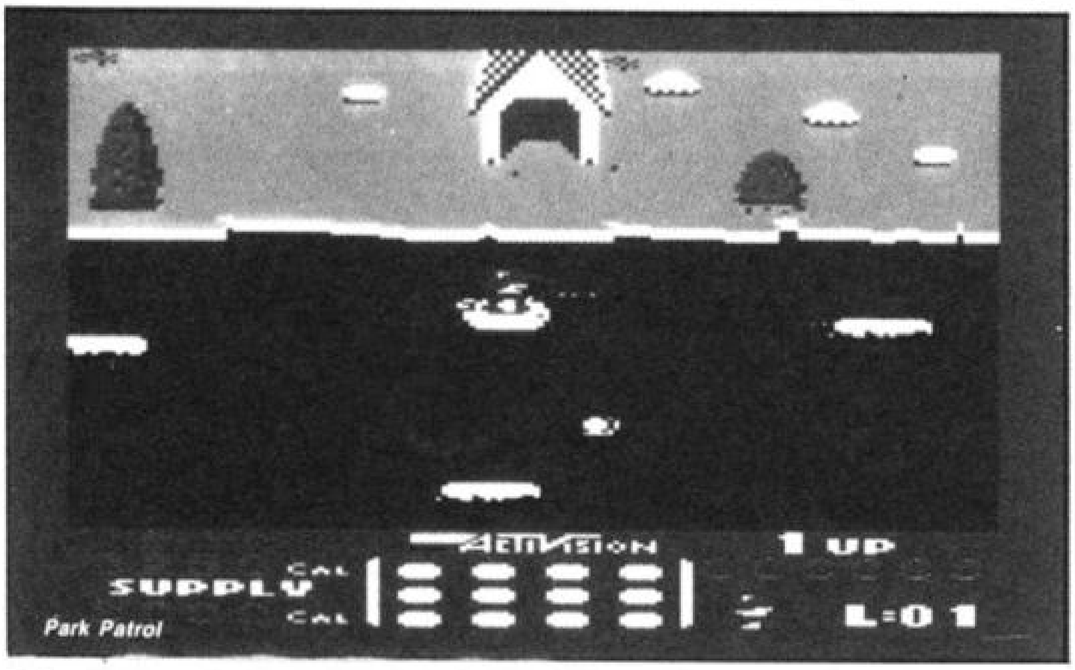

Park Patrol

Super Zaxxon was written in the US by a company called *Hesware.* This company seems to have closed down and there are now complications over the release of software it has developed. Don't panic as *Super Zaxxon* is by no means a great game. It is a reasonable follow-up but does not offer anything really new.

Being a fan of shoot-'em-ups, I particularly like *Moon Shuttle* from *Datasoft.* It is a sheer unadulterated, mean 'zap-em' game. *Juno First* is also from Datasoft and compares favourably with the arcade original.

Sirius Software is another US company to close down. But not before it had produced some quality games. *Bandits* is a colourful version of *Space Invaders-Centipede-Galaxions* and *Phoenix* all rolled into one. *Wayout* is the ultimate maze game. You don't just PLAY this game — you are in it!

The graphics are A-mazing. Totally true to life as you move around the maze.

The Atari micro also has a wealth of games never released in the UK. In fact, many of the 64 games have come from Atari originals. The list — printed elsewhere — is merely a taster. Hopefully someone will enter the UK and market these games.

Two unseen Atari games that must be mentioned are, *Behind Jaggi Lines* and *Ballblaster.*

Jaggi Lines was written by Lucasfilm and Atari together and is based on the film *Return of the Jedi.*

This must be the ultimate 3D game. The screen display has yet to be equalled. Hopefully this game will be out later this year as at present there are copyright problems between Lucasfilm and Atari.

In the game you fly around a planet — zapping the enemy and picking up fellow space pilots who have been shot down.

Ballblaster is a 3D one-on-one football game with superb graphics. It is very addictive and fun to play.

I have had to restrict myself to the skimpiest outline of these games as there are so many. If you have enjoyed this feature and would like to see more detailed reviews or more features on the same lines, write in and let me know!

Atari Software You May Never See: *Behind Jaggi Lines/Ballblaster/Montezuma's Revenge/Landscape/Music/Mission X/Keystone Cops/Aquatron* (A superb version of Defender)*/MASH/The Last Starfighter/Centipede 5200/Ollies Folly/Sea Dragon/Wayout/Preppie/Vanguard/Bandits/Follow the Flag (Wayout 2)/AE/Captain Cosmo*

C64 Software You May Never See: *O'Riley's Mine/Sammy Lightfoot/Protector/Battlezone/Popeye/James Bond/Ardy Aardvark/Cohen's Towers/Monster Smash/Mad Planets/Gyruss/Star Wars/Star Trek/Spys Demise 2/Barmy Builders/Saucer Attack/Miner 2049'Er/Q*Bert* (Wow!)/*J-Bird* (Double Wow!!)*/Oils Well/Miss Pacman* (C'est Brill)*/New York City/Wargames* (from the film)*/Mr Do's Castle* (a l'arcade)*/Air Support/Whistlers Bros/Park Patrol* (Superb)*/Zone Ranger* (Excellent version of Sinistar)*/Moon Patrol* (THE version)*/Jungle Hunt/Time Runner/Chopper Hunt/Frak Trainer/Blue Max 2/Crystal Castles* (the version from Thundervision)*/Rainbow Walker/Solar Fox/GI Joe/Ghostchaser/Journey to the Centre of the Earth/Mario Bros* (from Atarisoft, this version is superb)*/Montezuma's Revenge/Trolls/Blagger Construction Set/Space Taxi/Hes Games/Dream House/Super Zaxxon/Devil Wheel/Juno First* (The official arcade version)*/Dino Eggs/Repton/Slamball/Necromancer/Zepplin/Bandits/Fast Eddie/Snoopy/Neutral Zone/Night Mission Pinball/Access Music Composer/Cave of the Word Wizard/Serpentine/Arctic Shipwreck/Genesis/Moon Shuttle/Squish 'em/Dragonhawk/Relax/Rally Speedway* (coming soon from Commodore)*/Blueprint/The Music Shop* (from Broderbund Software)*/Wayout*

Microsell . . . Microsell . . . Microsell . . . Microsell . . .

ACORN ELECTRON for sale, with £90 worth of software, joystick interface and books sell for £150. Will split. Worth over £250. Tel. (0900) 825213 ask for Richard after 4.30pm.

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COMMODORE 64 software to swap. Disk and tape. All letters will be answered. Send your list to Stephen Zugler, Postfach 65A, 7057 Winnenden, West Germany.

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48K SPECTRUM, program, joystick interface, cassette recorder, over £150 software. Sell for £135 or swap for Atari 800XL + 1010 + software, joysticks etc. Tel Leeds 0532 672723.

HEY THERE! C64 Freaks! Do you also want to swap big loads of software? (disk only) then please write to F. Tip, Van Bergaenlaan, 15 1g01 JW Castricum, Holland — come on Yanks!

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THE
GOONIES

THE Computer Game...

Datasoft

REVIEWS

At the first sign of summer sunshine everybody seems to have gone sports crazy. All manner of energy-sapping sports computer games have now been unleashed onto the market.

Football, cricket, tennis, baseball, American football, karate and boxing are some of the sports covered.

Activision has weighed in with the most titles — all with a distinct American flavour — *On-Field Football, On-Court Tennis* and *Star League Baseball.*

DACC has unluckily picked a time when the reputation of English soccer has reached an all-time low to release *Bobby Charlton Soccer.*

***Karate* appears to be one of the "in" sports which has attracted the attention of programmers.**

Melbourne House hopes to smash, chop and kick its way to the top of the charts with *Way of the Exploding Fist* for the Commodore 64, price £9.95.

The program aims to simulate all the moves of this ancient martial art — including blocking, ducking, jumping, kicking, feinting and somersaulting.

Shaping up to take on *Way of the Exploding Fist* is *International Karate* from System 3 Software. Let battle commence and may the best man win!

Meanwhile, the thwack of leather on willow will soon be heard when Audiogenic launches *Graham Gooch's Test Cricket.*

It has arcade and simulation modes both of which feature graphic animation. The main action takes place in the wicket area, with similarly animated outfield scenes.

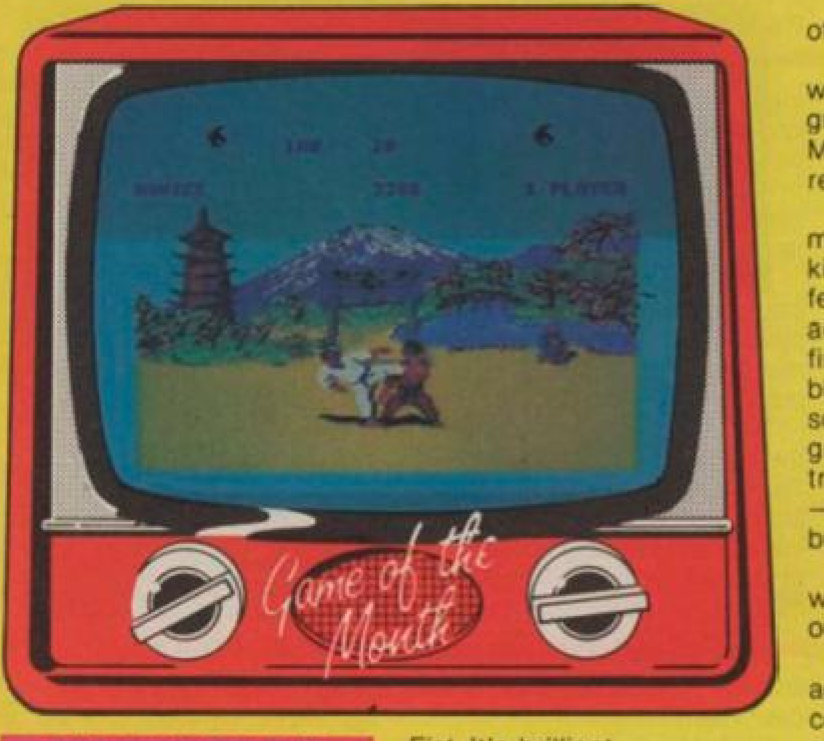
In the arcade model, the player has joystick control of the batsmen when his team is in or the bowler when his team is fielding.

The teams are selected from squads made up of the cream of the English and Australian teams.

***Graham Gooch's Test Cricket* will be available for the Commodore on fast-loading cassette, price £9.95**

And if none of the new crop of summer sports games takes your fancy, there is always the many old favourites still riding high in the charts.

For example *World Series Baseball* (Imagine), *Brian Jack's Superstar Sports Challenge* (Martech), *Pitstop 2* (CBS), *Football Manager* (Addictive Games), *Daley Thompson's Decathlon* (Ocean), *International Basketball* (Commodore), *BMX Racers* (Mastertronic), *Pole Position* (Atari), *Grand National* (Elite), *Formula One Simulator* (Mastertronic), *Match Day* (Ocean) and *Steve Davis Snooker* (CDS).



THE WAY OF THE EXPLODING FIST

MACHINE: CMB 64
SUPPLIER: Melbourne House
PRICE: £9.95

Forget *Bruce Lee.* Make room for *The Way of the Exploding Fist.* It's brilliant.

Fast and furious martial arts action combined with player skill. What more could you want?

The game is set at a tournament and the aim is to improve your fighting skills and eventually obtain the position of Shaolin Monk.

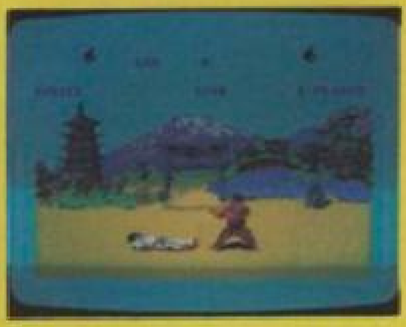
Each animated figure — as with the various Oriental backgrounds — is a joy to see. Movement is fast, smooth and realistic.

In all, there are 18 possible moves including punching, kicking, blocking, jumping, feinting and somersaults. The action is so realistic that you find yourself wincing as the blows find their target. The sounds of punches, kicks and groans are just like the soundtrack of old martial arts films — loud, totally over the top, but just wonderful.

Points are scored on how well each move was carried out.

For example, if a flurry of aggressive action fails to make contact with your opponent, no points are awarded. If the move is correctly carried out, points are awarded. If you hit your opponent but it is not a perfect blow, only a half-point is scored.

Current score is shown on screen by yin and yang symbols.

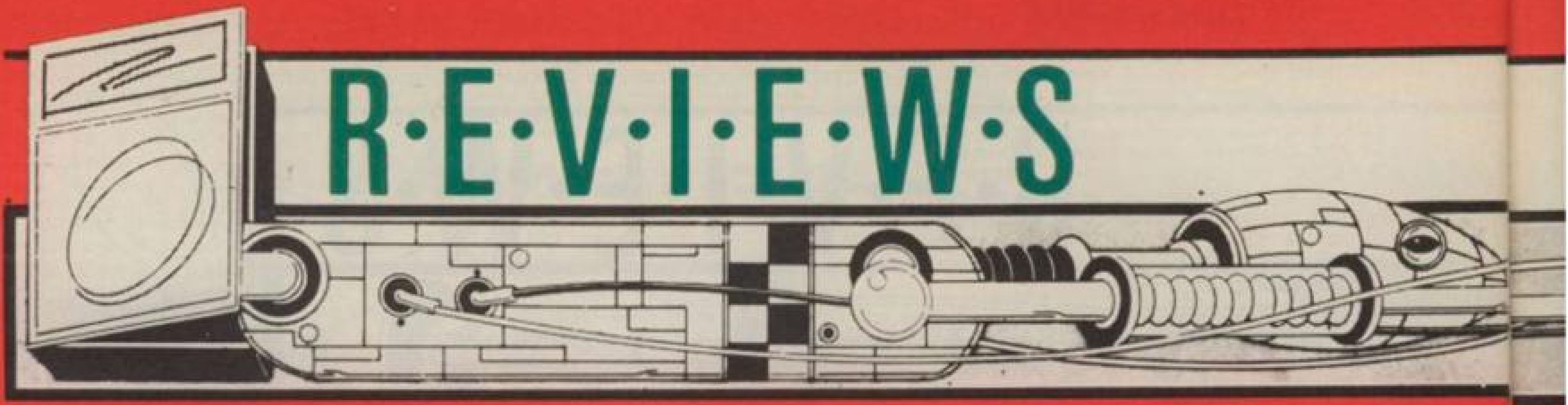


The game has one and two player modes. When playing the computer, the object is to defeat successive opponents and each one is slightly better.

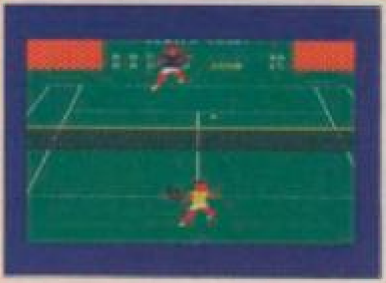
In the two-player mode, the winner is determined by whoever has the highest score after four bouts. Each bout has a time limit.

If you can't make up your mind on which game to buy this month, you could do a lot worse than to splash out on *The Way of the Exploding Fist.* And mind the furniture.

● Graphics	9
● Sound	9
● Value	9
● Playability	10



R·E·V·I·E·W·S



ON-COURT TENNIS

MACHINE: CBM 64
SUPPLIER: Activision
PRICE: £10.99

Anyone for tennis? There's nothing like a five set centre court thriller to get the adrenalin flowing.

And second best to the real thing has to be Activision's *On-Court Tennis*.

Everything is here for the tennis enthusiast. Realism is the key word.

The view of the court is the same as you get on television coverage of tennis. There's a choice between one or two players, different playing surfaces — grass, hard court or clay — and a choice between three and five set matches.

There is also a choice of four players modelled on real tennis champions.

The joystick gives full control over racquet strokes, serves and smashes. It also triggers off your player's service. Pressing the fire button sends the ball across into the opponent's court — if you are lucky, of course — but the serve may go out of court or into the net.

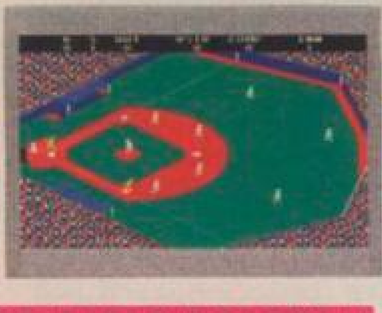
When a rally is underway, the computer automatically moves your player to the ball allowing you just to concentrate on the shot.

A special feature of the game is the "floating intelligence" which lets the computer player vary his skill with yours. As you get better, so does he.

On-Court Tennis is an absorbing game. As with the real game, it requires practice to get anywhere but the effort is well worthwhile. It's the only way you ever win.

Game, set and match to Activision.

• Graphics	9
• Sound	8
• Value	8
• Playability	9



STAR LEAGUE BASEBALL

MACHINE: CBM 64
SUPPLIER: Activision
PRICE: £10.99

Any game which allows you to "bring in a knuckleball throwing reliever when your starter tires" has to be American.

And *Star League Baseball* is just that — very American.

Most people have a rough idea of the aims behind baseball, but the expressions and instructions on this game left me perplexed and confused.

Just what is a "knuckleball" or "reliever"? What is the point of a "high slider", "a medium screwball" or a "slow sinker"?

After having played the game, I still have no idea.

Having said that, the graphics of the game are very good and the animation of the players, batsman and pitcher are excellent.

The instructions for the game are very comprehensive but it would have been a help to have some of the more exotic terms explained.

• Graphics	8
• Sound	8
• Value	8
• Playability	7

BOBBY CHARLTON SOCCER

MACHINE: BBC
SUPPLIER: DACC
PRICE: £11.95

Bobby Charlton Soccer combines the challenge of managership and the thrill of matchplay in one game.

The manager module is the "dressing room" phase of the game. This enables you to select team characteristics, player skills, accuracy and stamina. Optional injuries can also be included.

Match play includes all the authentic moves — kick-off, throw-ins, goal kicks, corners, passing and shooting.

Two can play the game and a one person versus the computer option is also included.

The game players get a large, three-dimensional aerial view of the pitch and sound effects — including an ear-piercing whistle and crowd noises.

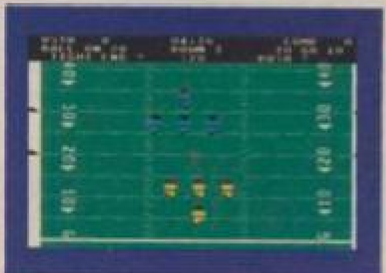
A player under your control can gain possession of the ball in a number of ways. A loose ball may be collected by touching it. You can also tackle your opponent but whether you win possession of the ball depends on the accuracy of the approach and the relative skill levels of the players involved.

The player under joystick control is indicated by a short black line below him. His number also appears at the bottom of the screen.

Game control is good and the graphics are adequate. The players are a little on the small side by this is probably inevitable to enable 22 men to fit on the field. DACC says it intends to introduce further modules at regular intervals. Those planned include World Cup and Canon League modules.

Bobby Charlton also does a voice introduction on the cassette, giving hints and tips on how to play. A press release with the game claims Charlton was involved in the game's "concept giving guidance and advice."

• Graphics	7
• Sound	6
• Value	7
• Playability	7



ON-FIELD FOOTBALL

MACHINE: CBM 64
SUPPLIER: Activision
PRICE: £10.99

To the uninitiated, the world of American Football remains a mystery. But those who have managed to penetrate this strange sport become truly captivated.

For those of you who love the game, Activision's *On-Field Football* will be a must.

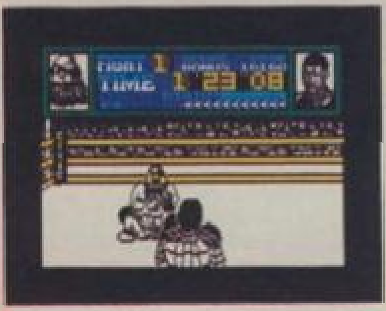
You can play against a computer team or take on a human opponent. "Floating intelligence" enables the computer to vary its standard of play along with yours.

As expected with an Activision sports game, *On-Field Football* contains considerable detail.

• Graphics	8
• Sound	8
• Value	8
• Playability	7

BRUNO + ROCKY = KNOCKOUT

Float like a butterfly, sting like a bee! If you can't punch your way out of a paper bag, you'll love the new trend for boxing games. You can go a few rounds with a really big and nasty opponent and call him all the names under the sun without having to experience the joys of hospital food. *C&VG*'s heavy-weight — or is it overweight? — team of reviewers have been slugging it out with an assortment of musclebound monsters. Now *C&VG* invites you to take your ringside seat for some fighting talk! Seconds out! Round One. And Elite boxer Frank Bruno steps into the ring...



FRANK BRUNO'S BOXING

MACHINES: Spectrum/CBM 64/ Amstrad
SUPPLIER: Elite
PRICE: Spectrum £6.95 CBM 64 £7.95 Amstrad £8.95

BLITZ GAME

Bruno goes all out to KO the opposition in Elite's boxing simulation, endorsed by Britain's top boxer.

The object of the game is to defeat eight opponents in a bid for the Heavyweight Championship of the World. Fighting styles differ from opponent to opponent — so simply learning the controls of the game isn't enough.

To defeat each opponent, Bruno — the character you control — has to knock him down three times during a three minute round.

A KO is achieved by reducing your opponent's "status" — indicated by "bar graph" graphic at the top of the screen — by a barrage of punches or by activating the KO meter which enables you to land a devastating KO punch! If you fail to defeat your opponent, you get a chance to have another crack at him.

The screen shows the ring with a huge crowd of spectators surrounding it. You look over Bruno's shoulders at a cartoon style graphic opponent — each of the eight challengers is different. Frank began life as a wire frame figure — as can be seen from our pre-production screen shots. Since then Elite have altered him to become a fully animated and "filled-in" character.

You control Bruno using keyboard or joystick — either way you'll feel as if you've been through a couple of rounds with a real bruiser!

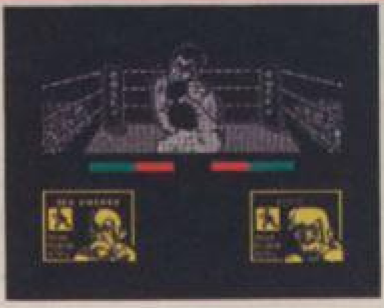
Overall a great sports simulation. The animation is great and play action really addictive. A champion game!

• **Graphics**	9
• **Sound**	8
• **Value**	10
• **Playability**	10

Seconds out! Round two. And Spanish championship contender Rocky bids for glory...

ROCKY

MACHINES: Spectrum/CBM 64
SUPPLIER: Dinamic
PRICE: Yet to be announced



Thud! Crunch! Ooooooffff! The sound effects in this boxing game from Dinamic, the Spanish software firm behind the Saimazoom trilogy of arcade adventures, are quite authentic! And make you reel back in pain as a fist crashes into your jaw. Ouch!

The screen set-up is similar to Elite's *Bruno* with a little picture of your opponent and a graphic representing you at the bottom of the screen, plus an "energy" bar graph display for both boxers.

Both boxers are drawn cartoon style — no wire frame figures in this version. But you can't move about quite so much as in the Bruno game — it's much more an all out slugging battle.

The animation is great — but unfortunately your opponent in the ring doesn't get a facelift for each new round. Only the graphic face at the bottom changes and the skill of your opponent alters.

Each opponent gets tougher to KO — you have to knock each one down three times in a timed round to progress to the next.

Rocky — no real relation to the films of the same name — is a boxing game for street fighters. No fancy footwork here — just well timed punches!

The game is joystick or keyboard controlled and both will get a bashing as you play. Overall *Rocky* doesn't offer quite as much variety, but if you're not into fighting strategy and enjoy a good punch up — then *Rocky* is the boxer for you.

• **Graphics**	10
• **Sound**	9
• **Value**	9
• **Playability**	9

Seconds out! Round three. And the awesome Alligata duo square up to each other!

KNOCKOUT!

MACHINES: CBM 64/Spectrum
SUPPLIER: Alligata
PRICE: £6.95

Stand up and fight! That's what you do in Alligata's championship challenge. No over-the-shoulder views for them. In this punch-out, the screen displays two full length boxers — seen from a side view. You can fight the computer or another joystick-controlled opponent.

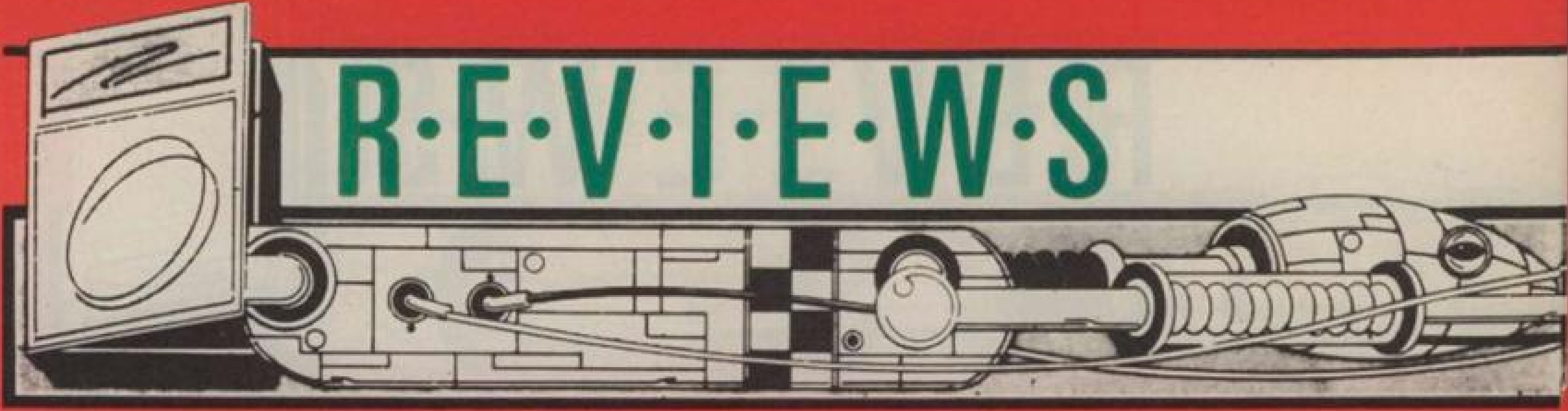
If you win four bouts against the computer, you qualify for a second battle against a new opponent — on side two of the tape. You must use a special code to load the second side and you only get it after defeating the first opponent.

There is an interesting menu screen which allows you to select the skill of the opponent you wish to fight. And there's an interesting "create opponent" feature which allows you to determine just how the other boxer will move, dodge and punch when you come to fight him. Bit of a cheat this, isn't it.?

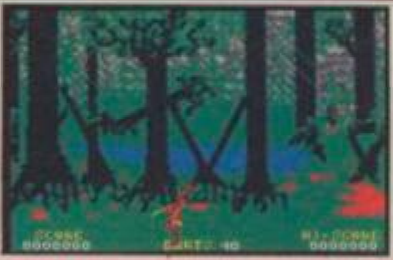
The animation of the boxers is a bit wooden — but the controls are pretty easy to master and it's nice to see full length figures. The "create" mode enables you to select a sequence of up to 30 movements.

Overall, a satisfying game — but loses on points to *Rocky* and *Bruno*!

• **Graphics**	8
• **Sound**	8
• **Value**	9
• **Playability**	8



R·E·V·I·E·W·S



AMAZON WARRIOR

MACHINE: CBM 64
SUPPLIER: New Generation Software
PRICE: £7.95

Be careful not to lose your head in the Amazon jungle.

Your only defence against the dangers which lurk in the dense, steaming undergrowth is a blow pipe and a fast pair of feet.

The game is played in three phases — the jungle, the caverns and the ruined temple.

Each phase is packed with nasties which relentlessly pursue you, ranging from tree snakes, scorpions, head hunters and vampire bats.

Points are awarded for each kill and bonus points are given if a particular challenge is overcome without losing a life.

Alternatively, you can decide to try and outrun the jungle dangers. But, sooner or later, you will have to stand and face the foe.

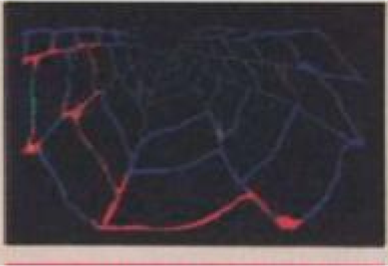
The Amazon Warrior is controlled just by the joystick. Pushing the stick forward allows the warrior to load a poison dart into the pipe if it is empty. Moving it left or right will raise the pipe through a variety of firing angles.

The graphics are nice and the screen scrolling is smooth. The perspective through the trees is also pleasing.

Amazon Warrior, although reminiscent of *Forbidden Forest*, is a challenging game which should keep you hooked.

Amazon Warrior was written by 35-year-old Geoff Sumner, a graduate of the Royal Academy of Music and winner of the Royal Philharmonic prize for composition.

• **Graphics**	8
• **Sound**	7
• **Value**	8
• **Playability**	8



WEB DIMENSION

MACHINE: CBM 64
SUPPLIER: Activision
PRICE: £10.99

This is a very, very strange game. Weird, in fact. There is no time limit to *Web Dimension*, no scoring and no lives to be lost. So what is there?

Activision describes the game as "a very unique computerised music video with an electrifying revolutionary web, rocked by exquisite effects and 11 outrageous tunes".

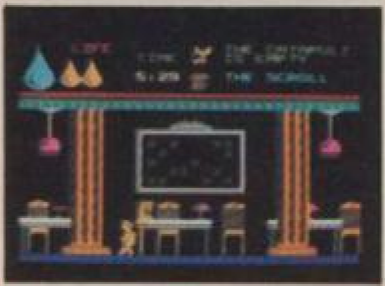
The screen is a grey web from which life springs — atoms, amoebas and plants. As these organisms and things slide along the web, you must try to connect them. If you're successful, more creatures are produced and, according to the game's notes "wondrously wild music will be your reward".

If all the connections are made properly and all the organisms are frozen, you progress to the next phase.

Web Dimension is an intriguing game which does not really fit into any specific category. Nevertheless, it does have an addictive quality which keeps you playing.

A game well worth getting tangled up with.

• **Graphics**	8
• **Sound**	9
• **Value**	8
• **Playability**	8



HERBERT'S DUMMY RUN

MACHINE: Spectrum
SUPPLIER: Mikro-Gen
PRICE: £9.95

Herbert's Dummy Run, the new release for the Spectrum and the Commodore 64 from Mikro-Gen, is a continuation of the mishaps and adventures of the Wally family.

This time the youngest member of the family, Herbert, has got himself lost in a department store and has only four and a half hours to find his parents before the shop shuts for the evening.

Like the previous Wally games, *Herbert's Dummy Run* is an arcade adventure with numerous arcade game screens included within it. Unlike the others, it is relatively easy to complete as long as you've had plenty of practice, according to Mikro-Gen that is.

Your aim is to find your way through the exciting and dangerous shop trying to find Herbert's parents in the lost and found department.

Instead of a percentage score to tell you how far you have reached in the game, you get a jelly baby score — different, I suppose!

There are various objects in the game which you must find and use to their best advantage. The tennis racket is obviously used for playing tennis, as you'll find out if you play the game. Although the uses of certain other objects, the bomb for instance, are probably not as straightforward as they might appear.

The game is packed full of interesting, amusing and fairly difficult tasks for you to complete and riddles to solve.

Mikro-Gen are one of the few companies who consistently release better and better software. *Herbert's Dummy Run* is no exception.

Don't be a dummy — get to your local department store and buy it now!

• **Graphics**	10
• **Sound**	8
• **Value**	8
• **Playability**	9

OPERATION SWORDFISH

MACHINE: CBM 64
SUPPLIER: British Software
PRICE: £9.95

Another war game carefully timed to coincide with Second World War celebrations.

But with *Operation Swordfish* you take the German side as a U-boat commander who has to stop an Allied invasion.

Your submarine has been damaged and is unable to dive below periscope depth.

To attack the aircraft, the U-boat must surface and fire its deck gun. But the sub becomes vulnerable on the surface when the convoy steams into view although its guns have a range of more than six miles.

Operation Swordfish is billed as "the ultimate war game". It's good but not that good.

• **Graphics**	8
• **Sound**	7
• **Value**	8
• **Playability**	8

Don't Buy another tape...

(OR DISK!)

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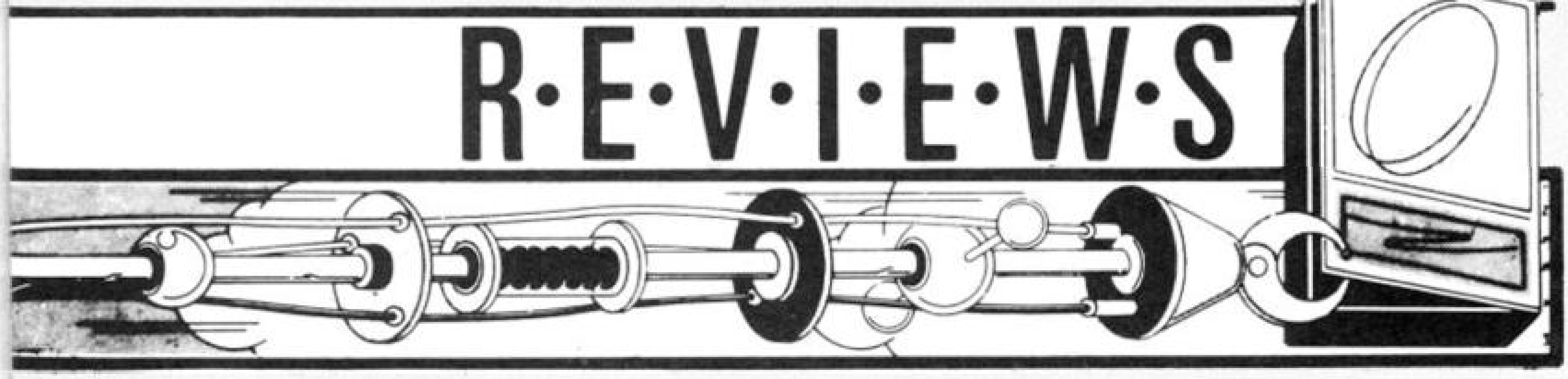
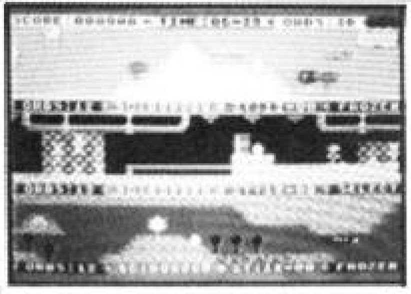




TIMESLIP

MACHINE: C16/Plus 4
SUPPLIER: English Software
PRICE: £6.95

Watch out for the stampede at your local software shop — there's a new game out for the C16 and Plus 4.

Game-starved owners of these machines should certainly take a look at *Timeslip* from English Software.

The most impressive thing about the game is how much action and detail has been packed into 16k.

The game design is also unique with three-way split-screen scrolling sections. Each section is 15 screens wide.

The Timeslip task is fairly simple. A time disturbance has been traced to a distant planet. Thirty six time orbs have been placed within the three time zones. Destruction of the planet is imminent.

Your mission is to destroy all the orbs and synchronise the time to 0000hrs in all three zones.

Zone 1 is the planet's surface and you control a starfighter, Zone 2 is set in underground caverns and in Zone 3 you control a mini-sub.

In each of the time zones there are various hazards to overcome. It's possible to freeze the action when you're in difficulties in one time zone and move to another to continue play.

Timeslip's designer and programmer, Jon Williams, has come up with a nifty and exciting little game. C16 owners should raise three cheers for him.

• **Graphics**	8
• **Sound**	7
• **Value**	8
• **Playability**	8

JET SET WILLY II

MACHINE: CBM 64
SUPPLIER: Software Projects
PRICE: £8.95

The phenomenally successful series of games starring the manic miner Willy, continues with the release of *Jet Set Willy II — The Final Frontier*.

The game continues in the same house that the original Jet Set game started in.

While Willy has been ill, he has employed some builders to do some work on the stairs. He wonders why they had a green screen, but out of politeness didn't ask them, but what was even stranger is that they added several rather strange rooms to his mansion and refused any offer of payment.

What have these strange beings done to Willy's house and what secret purpose does the rocket room hold in store for the poor, unassuming miner?

Your task is to help Willy tidy up the mess that the aliens have left behind and, of course, explore the new rooms that have been added to the mansion or Maria will throw Willy out on the street.

Those people who have seen or played *JSW* before will, on first sight, think that the game is exactly the same as the original and it is true that they do appear that way. But each room has its new puzzles and unexpected surprises. Plus all the completely new rooms that have been added to the game.

The game is harder than *JSW I*, a lot harder according to the two programmers, John Darnell and Stephen Birtles, and should keep mining fanatics happy for several months if not years trying to solve this complicated and absorbing game.

Don't listen to the critics who claim that the *Jet Set Willy* is a copy of its predessor — it isn't.

Bound to be one of this summer's biggest sellers — miss it at your peril!

• **Graphics**	8
• **Sound**	8
• **Value**	9
• **Playability**	9

ELIDON

MACHINE: CBM 64
SUPPLIER: Orpheus
PRICE: £8.95

When *Elidon* arrived for reviewing, I must admit that the thought of a game about fairies certainly seemed different.

On loading (about five minutes) the graphical treats started to unfold. *Elidon* has taken some while to research and the diligence by the writer reveals itself screen by screen.

Using the joystick or keyboard, you are able to select your options. The music accompanying the game is Grieg's Anitra Dance.

Looking at the visual aspects, you begin to wonder where the space was for the music in the available memory (*Elidon* uses about 60k).

The garland shown at the beginning needs seven magic flowers to complete it, and since there are 300 "rooms", the need for mapping will be obvious.

The animated fairy operates very well and a great degree of accuracy can be obtained, especially with the joystick or, in my instance, the joycard I used. Since the exists and entrances to the rooms need fine judgements, don't think that you can dispense with your skills.

The game is visually stunning, with the best graphics I have yet seen on the Commodore.

• **Graphics**	9
• **Sound**	8
• **Value**	9
• **Playability**	8

TAPPER

MACHINE: Spectrum
SUPPLIER: US Gold
PRICE: £7.95

If you're thinking about taking a holiday job as a barman, here's the game to play if you want to check out just how suitable you are for the job.

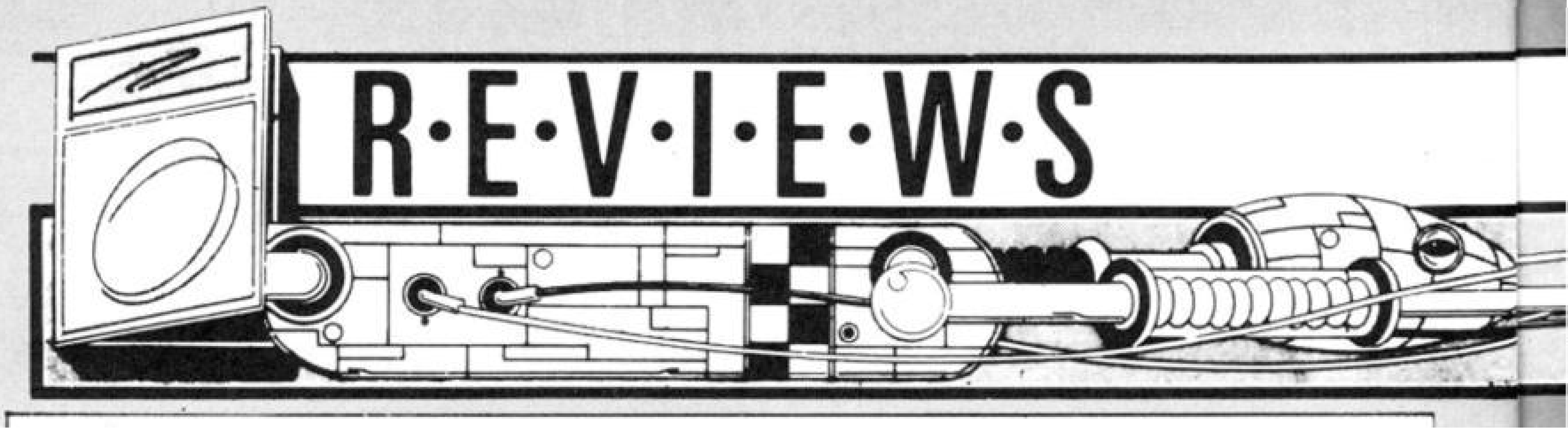
Basically the idea is to keep up a steady flow of drinks reaching your unruly customers, collecting their empties hurled back along the bar at you, picking up tips and not dropping anything.

The character on the screen nees at least ten pairs of hands — and you need extremely quick reactions to keep up with everything that's going on.

Tapper is a fast and furious game with good graphics and average sound, it scores really high on the old *C&VG* playability meter too!

If you fancy a fast moving game with an original theme then get your boss to give you a break from serving and rush around to your local games store — you'll find the salesmen rushed off their feet getting copies of *Tapper* for eager Spectrum owners!

• **Graphics**	9
• **Sound**	7
• **Value**	8
• **Playability**	9



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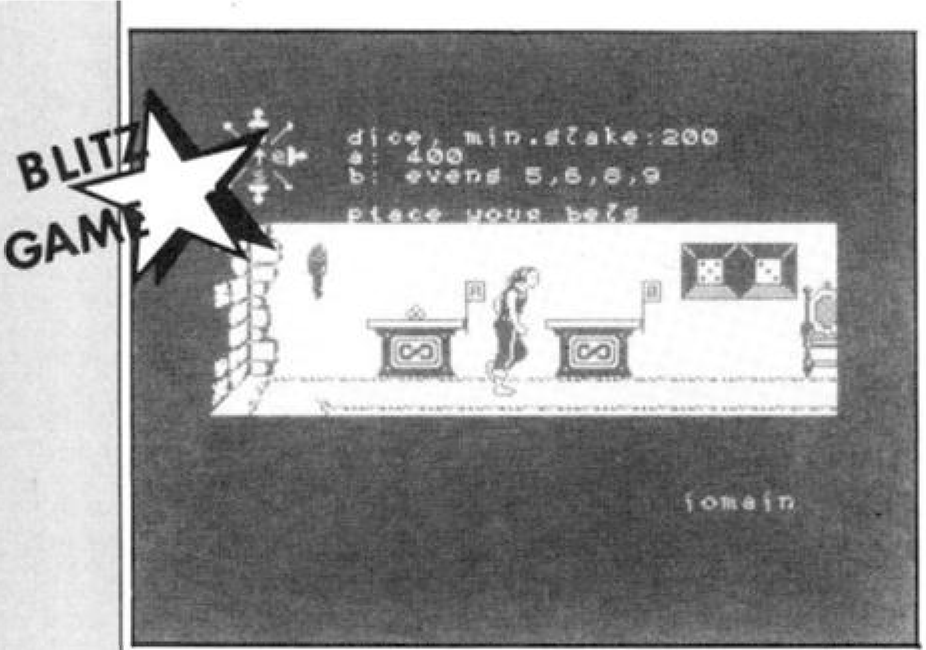


DUN DARACH

MACHINE: Spectrum
SUPPLIER: Gargoyle Games
PRICE: £9.95

"Following a fateful, bloody and largely pointless battle against the Conachta, Cuchulainn the Great was returning home to Muirmethne in company of his faithful charioteer, Loeg.

Towards the end of the second day the pair came across a wayside inn and went inside to claim lodging and sustenance, leaving their war chariot beside a strange horse drawn carriage.

While they waited for food, they were approached by Skar, a strikingly beautiful girl, who told them that she was the owner of the strange carriage but was desperately troubled for her conveyance had developed a shattered axle. With somewhat unseemly haste, Loeg leapt to assist her — and, together with Skar, left the inn.

Cuchulainn settled back to enjoy his food and drink. But after a while he went outside to find Loeg. Instead he found his horses slain and Loeg gone. Of the strange carriage there was only a cloud of dust disappearing along the Eastern road and the hint of ghostly girlish laughter carried back to his ears by the wind.

Rushing back into the inn Cuchulainn grabbed the terrified innkeeper and forced him to reveal the full story.

Skar was an ally of the Conachtmen Cuchulainn had so recently been fighting and Loeg had been taken in retribution for the death of the Princeling Amhair during that fateful battle. Loeg was being taken to the secret city of Dun Darach!

This is how the scene is set for the long awaited sequel to *Tir Na Nog*, the animated graphic adventure which caused such a stir among gamesters last year.

Gargoyle's *Dun Darach* is a worthy successor to their first, now classic, adventure. It breaks more new ground on the Spectrum with improved animation of the odd characters who inhabit the mist shrouded city of Dun Darach and a considerably enhanced plot.

The basic object of the game is to rescue Loeg from the clutches of the evil Skar. But there are several secondary quests to be dealt with before you can even think about saving Loeg.

There are 11 other characters, each with their very own personalities, who Cuchulainn will come across in his wanderings around the strange city.

Most of them seem determined to rip him off, stealing money and belongings from the unsuspecting stranger! But they will also help him — if he can find out what they want in return.

The city is divided up into seven different areas with different features. All have various shops containing items which Cuchulainn will need during his time there. He can buy, steal or barter for items he wants. But remember, crime doesn't always pay!

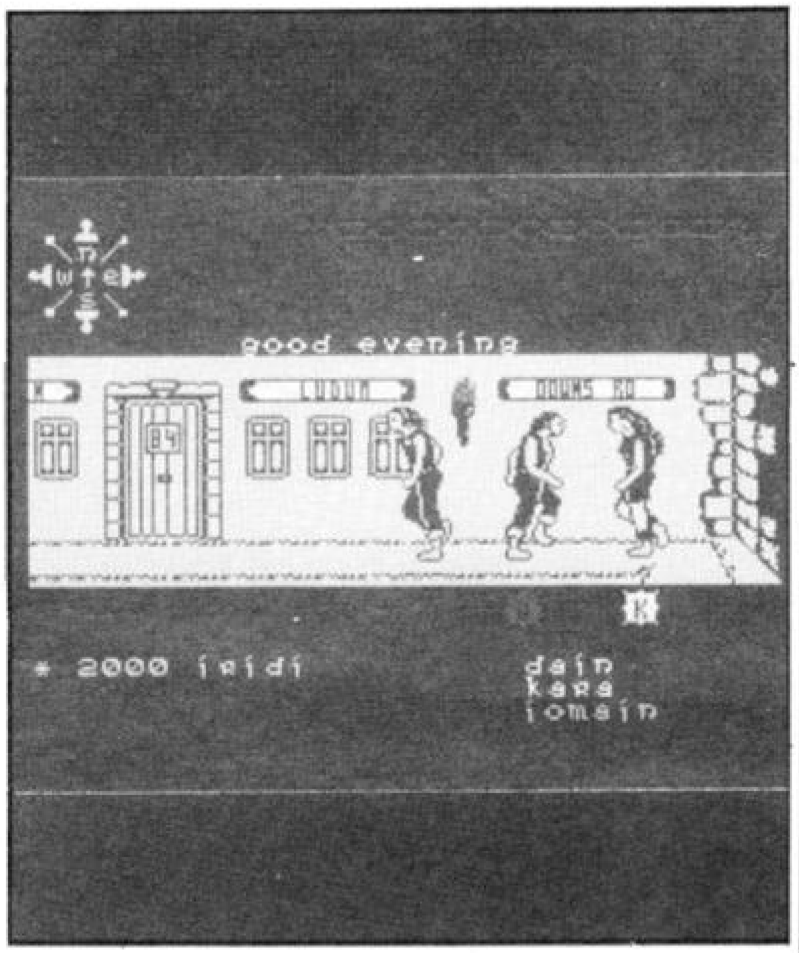
Control keys have been tidied up for *Dun Darach*. It's now much easier to get a quick response from your character in a tight spot. The screen display is similar to *Tir Na Nog*, except that the initials for the other characters that you meet in the city are displayed underneath the main graphics window.

You can still turn your "camera angle" through 180 degrees to get an all round view of your surroundings and switch direction. At the top of the screen is a useful compass which aids map making and your progress through the city.

Dun Darach is an entertaining game. It has real atmosphere — you really feel as if you are pounding the streets of a strange city. You have to learn how to make your way in this odd place, how to befriend the right people and above all, how to rescue your old mate Loeg. It's also a real step forward for the arcade animation adventure game.

The game comes nicely presented with an informative booklet and useful quick reference card for the characters. I can't wait to get back into the city!

• **Graphics**	9
• **Sound**	n/a
• **Value**	10
• **Playability**	10



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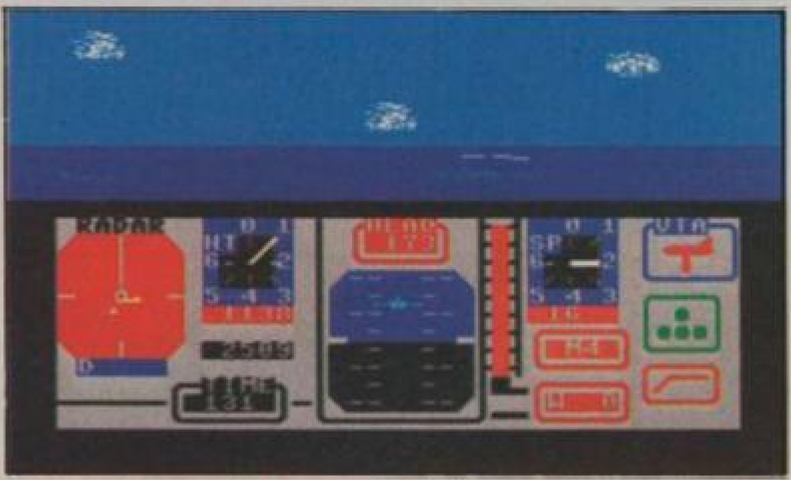

JUMP JET

MACHINE: CBM 64
SUPPLIER: Anirog
PRICE: £9.95 disc/£11.95 cassette

This is it! Your chance to get your hands on the controls of a Sea Harrier — and take it on a seek and destroy mission.

Jump Jet was written by Vaughan Dow, who for many years was a jump jet pilot. It combines not only the challenge of coping with a flight simulation but also the thrill of combat.

There are four skill levels, plus one for practice, ranging from Flight Lieutenant, Squadron Leader, Wing Commander to Group Captain.

The instrument panel is in view all the time, showing radar, altitude, fuel, time, compass, artificial horizon, power and warning lights.

Airspeed, missiles, angle of engine thrust, undercarriage and flap position are also displayed.

The initial screen is a bird's eye view of the jump jet positioned on an aircraft carrier.

As the jet lifts off *and* gets above 50 feet, the view changes to a split screen, one showing a side view of the carrier and jet, the other a rear view.

Once the jet climbs to 200 feet, the screen changes again — this time to the view from the cockpit.

Enemy aircraft can be tracked on the radar and when the jet comes within five miles the screen changes again. The enemy disappears from the radar and then reappears within the pilot's view.

Once visual contact is made, the pilot must fight, hopefully surviving to return to the carrier.

One disappointment is the way the enemy aircraft is destroyed. There's no great explosion. The plane just disappears in a reddish blur.

Speech is also incorporated in the *Jump Jet* program to convey vital messages and add extra realism — examples are "Prepare for take-off" and "Mayday".

Jump Jet is a challenging and absorbing game. The graphics are nice and clear and the lay-out of the screen is also pleasing.

Although it's important to read the accompanying booklet, it's fairly easy to get airborne — unlike some other flight simulations — but the rest of the mission is very challenging.

For those who like flight simulations, *Jump Jet* is well worth buying. Conversions will also be available for the Amstrad, BBC, Spectrum, C16 and Vic 20.

• **Graphics**	8
• **Sound**	9
• **Value**	8
• **Playability**	9

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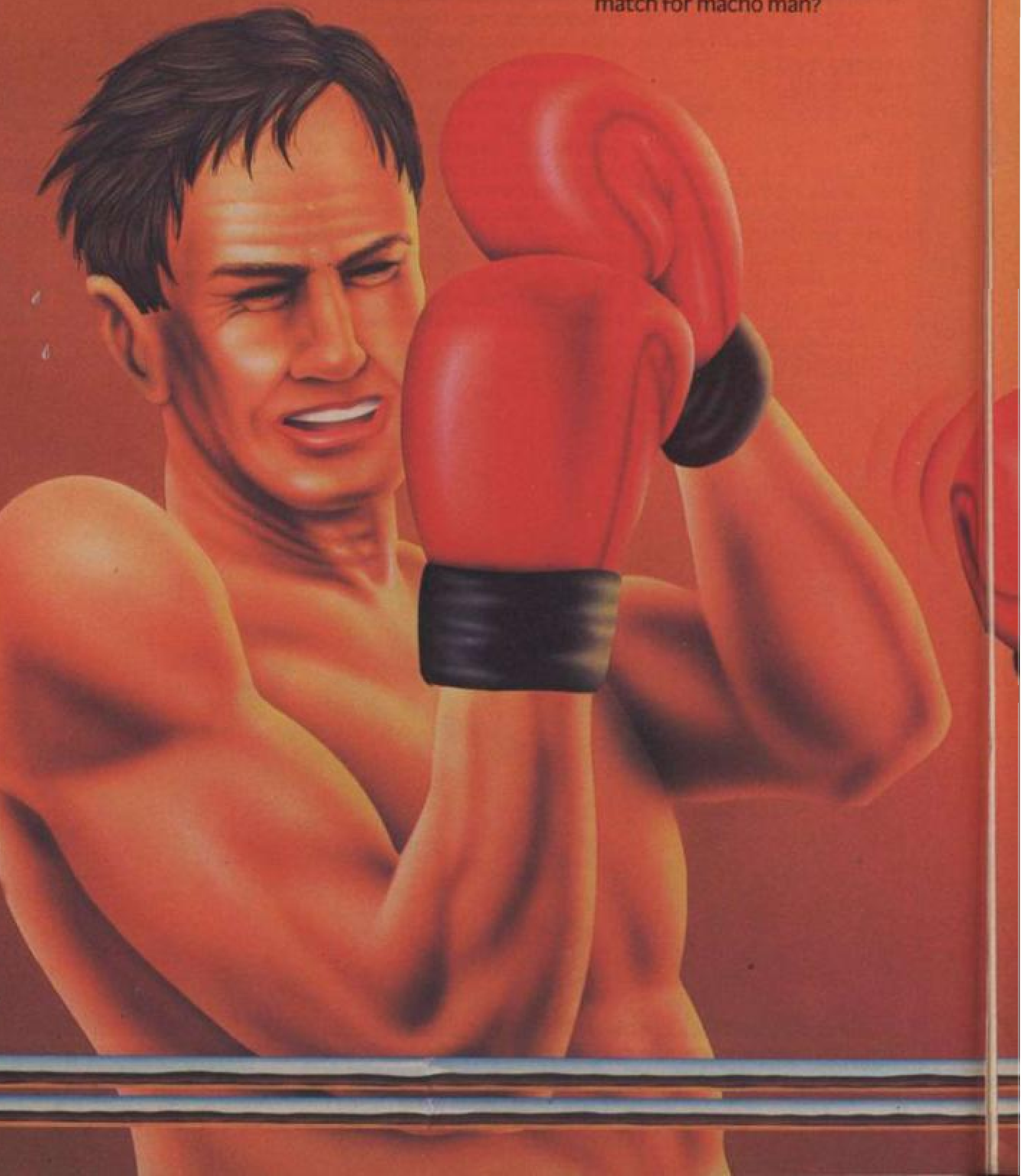

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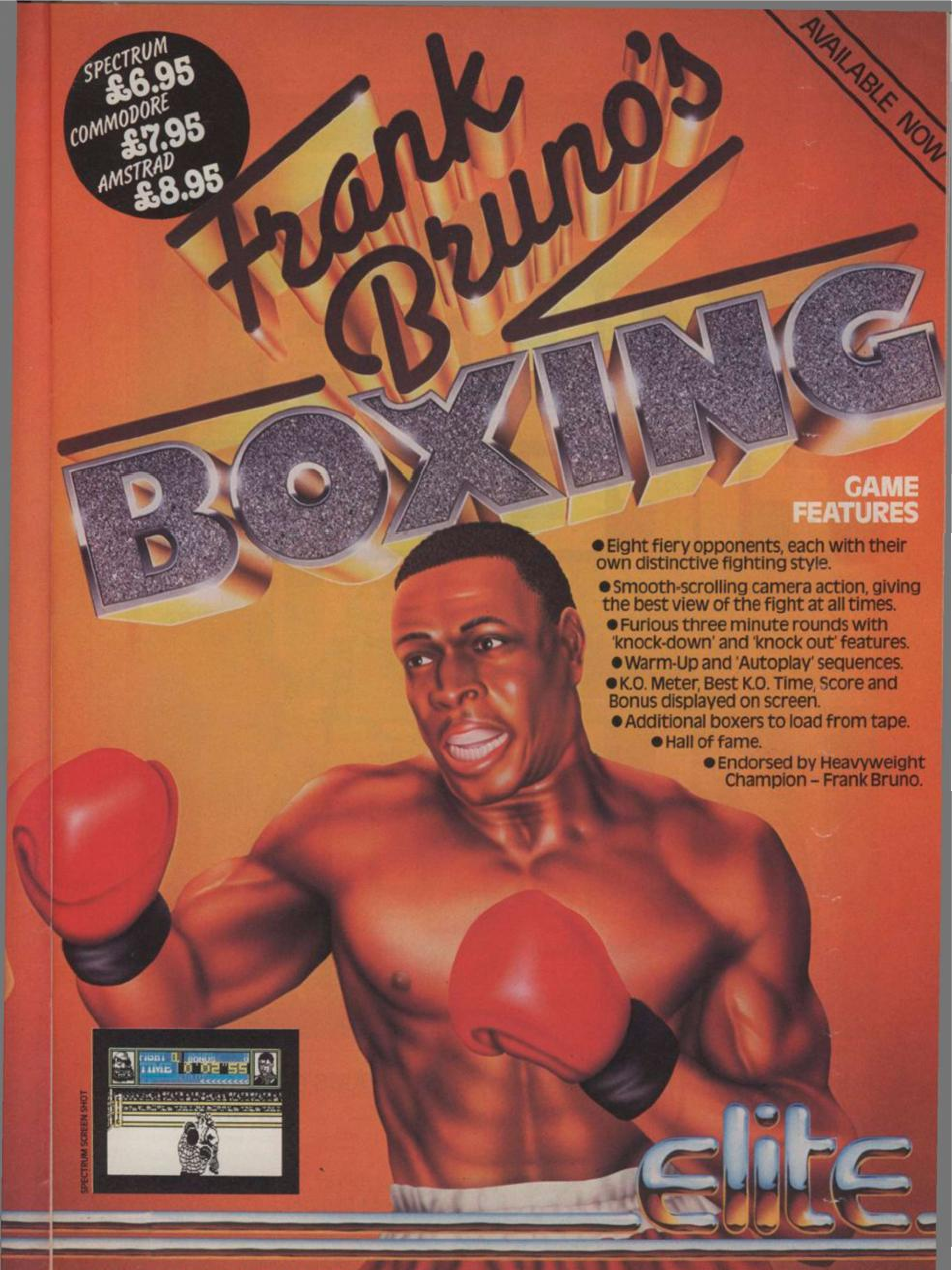

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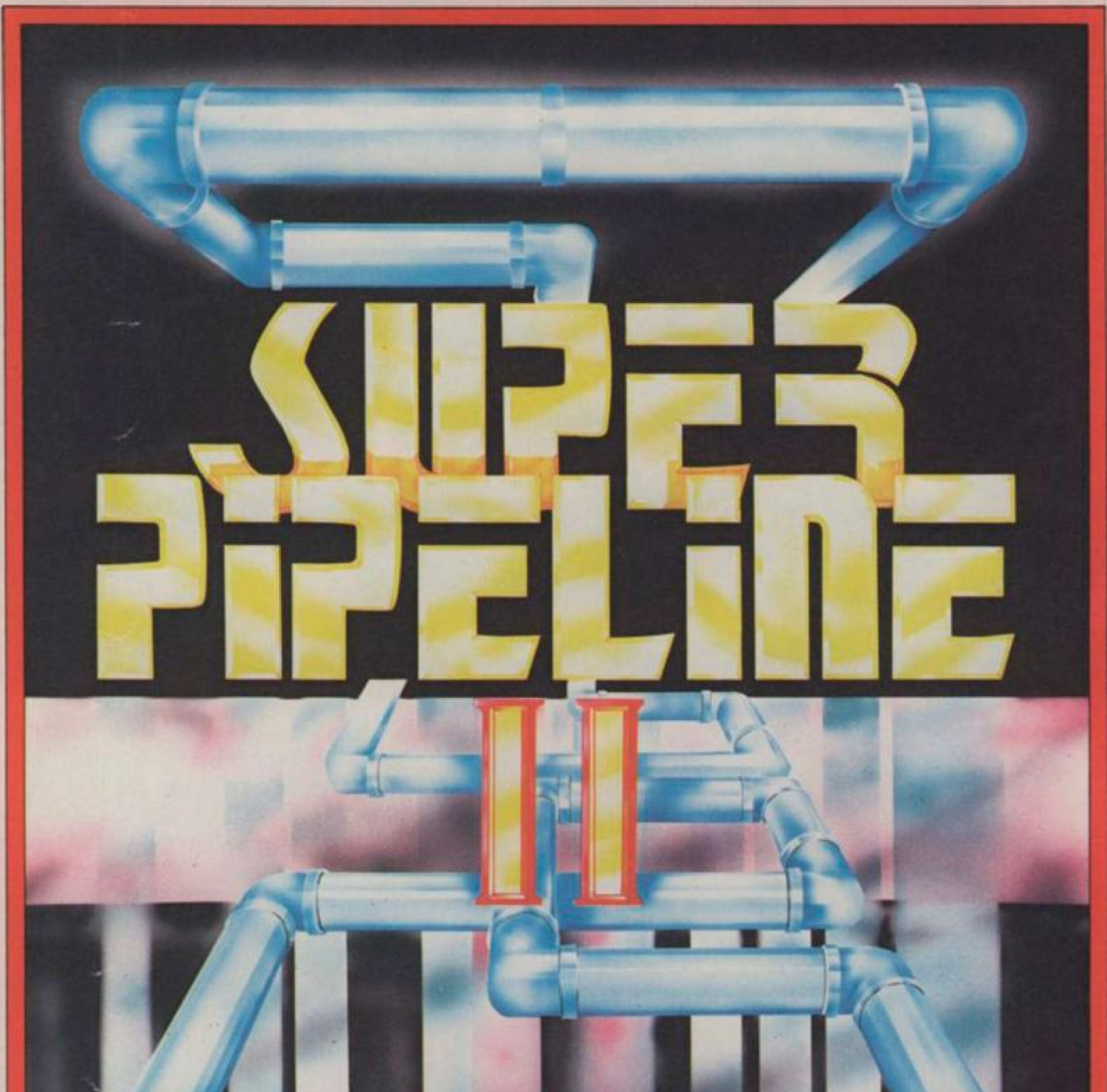
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CONTRAPTION

MACHINE: BBC
SUPPLIER: Icon
PRICE: £8.95

This game is all about picking apples, but you can forget about the harmless orchards of your youth. Here the orchards are filled with cannonballs and a host of deadly creepy crawlies, not to mention various identifiable and unidentifiable obstacles.

You must brave the perils of the pillars in the sky, the dangers of the deep, the demons and fires of hell, the loathsome spider's lair, the chilling snow palace and five other locations in your quest to — well, to pick apples!

And it's not easy. The timing has to be just right, and one of my major complaints is the rather arbitrary way you can sometimes be killed by being close to a hazard, as well as actually touching it. In a game that's difficult anyway, this can be really maddening.

It's an entertaining little game from Icon which is strongly reminiscent of *Frak* — I would say the graphics were about on a par with *Frak*. The screens are very lively with plenty of movement, although there are rather too many dead ends. There seems to be a fixed route round each location and, if something goes wrong — a twig breaks off a tree, or something — you're trapped and have to start again.

I'm not sure about the exact significance of the title — I suppose they couldn't think of anything else to call such a bizarre collection of locations and hazards. Beyond building up a score by collecting as many apples as possible, the only point to the game is the fun of negotiating each screen.

Icon describes the game as "madcap lunacy" which just about sums it up. It will pleasantly while away a wet Sunday afternoon.

• **Graphics**	8
• **Sound**	8
• **Value**	8
• **Playability**	8

DANGER MOUSE IN DOUBLE TROUBLE

MACHINE: Amstrad
SUPPLIER: Creative Sparks
PRICE: £8.95

Following the success of *Danger Mouse* on the Spectrum and Commodore 64, the super-spy rodent is back in action on the Amstrad.

Danger Mouse is up against his old enemy, Baron Silas Greenback, the world's most villainous toad who is bent on world domination.

Hidden in the depths of the Peruvian jungle, Baron Greenback has developed a 32K RAM DMOS ROM — Robot Artificial Mechanism, Danger Mouse Operating System, Really 'Orrible Mouse! It is an electrically erasable mega-mouse hardware unit. Danger Mouse, with the trusty Penfold as his side, sets out to track down and de-activate this deadly device before it's too late.

Venomous snakes, mischievous monkeys, mouse-eating pumas, crocodile-infested waters and flying robots must all be faced.

All the same ingredients which made the Danger Mouse game such a success on other machines are present in the Amstrad version.

Meanwhile, Danger Mouse will be back in a brand new adventure in the autumn.

And no doubt Baron Silas Greenback will be at the bottom of a fresh lot of trouble.

• **Graphics**	8
• **Sound**	8
• **Value**	8
• **Playability**	9

FIONA RIDES OUT/ DARE DEVIL DENNIS

MACHINE: CBM 64
SUPPLIER: CSM
PRICE: £7.95

Fiona Rides Out and *Dare Devil Dennis* is a two-game deal on one tape at a nice price.

Fiona is the better game with good quality animated graphics, 12 levels of increasing difficulty and frequent trips to hell.

Foul Fiona is a wicked witch who has had her power taken away by other witches. Your job is to help her regain her powers.

To do that, Fiona must shoot down her spell ingredients, pick them up and put them in a cauldron until one of her tools appears above it.

If, however, Fiona's energy falls below zero she is sent to hell. If she escapes, she regains a life. But if she touches the burning rocks or demons, Fiona is reincarnated into the living world — but this can only happen five times.

The second game is *Dare Devil Dennis*, a movie stuntman who has to tackle the worst motorcycle stunt of his life — more than 80 different levels.

The game has a strange beginning where Dennis is seen walking across the studio set. As he goes, he must leap over flowers and up into the air to capture escaped balloons for bonus. Just quite why is not explained. Still, strange things happen in the world of films.

	F/D
• **Graphics**	8/6
• **Sound**	7/6
• **Value**	9/9
• **Playability**	8/6

WIZADORE

MACHINE: BBC B
SUPPLIER: Imagine
PRICE: £7.95

Wizardore, from Imagine, is an exploration game in the classic sense. The plot is typical of a fantasy adventure — saving the world from a terrible dragon, Smaun, and taking revenge for your grandfather's sudden demise.

This is, of course, much harder than it sounds, for each species of foe needs a different spell to be defeated and the vital scrolls are very well defended.

Three parts of a golden sword must be collected in order to go dragon-bashing which, in turn, will restore the drawbridge, allowing you to enter the castle.

The screen is presented "side-on", like *Manic Miner* or *Frak!*, and works very well. The landscape of trees, cliffs and dungeon walls scrolls ahead of you, revealing the various types of nasty that you must overcome. These number six and are all nicely drawn in multi-coloured, mode 2 graphics. Three of these can be killed and are not really a problem, other than preventing you passing if you don't have the correct item.

In the time given to review a game, it is not easy to tell just how long the appeal will last. Certain games, whilst looking like world-beaters at the start, will fade after a very short amount of playing-time. However, *Wizardore* looks as if it will retain its mysteries for a long time to come and gradually unfold, rather than being a flash-in-the-pan.

Imagine are offering a £100 prize for the first person to complete the game every month until August.

• **Graphics**	10
• **Sound**	7
• **Value**	10
• **Playability**	9

FALCON PATROL II

MACHINE: Spectrum
SUPPLIER: Virgin Games
PRICE: £6.95

Falcon Patrol II is a classic on the Commodore 64. Unfortunately the same can't be said about the conversion.

The basic idea is to fly your jump jet around over a Beirut style battlefield blasting enemy helicopters and ground emplacements.

The graphics are OK, the sound not too hot and game play eventually extremely boring. Give this one a miss.

• **Graphics**	6
• **Sound**	5
• **Value**	5
• **Playability**	4

THE CAPTIVE

MACHINE: CBM 64
SUPPLIER: Mastertronic
PRICE: £1.99

A new arcade style adventure from Mastertronic at a nice price.

This is a real time adventure set in the Glen of Coloured Corpses, blending scrolling screen landscapes, joystick control of your player and keyboard instructions to pick up or drop items.

Many of the objects — if used correctly — can help you escape.

While the graphics or the idea behind the game may not be brilliant, it would be silly to grumble considering the price of the game.

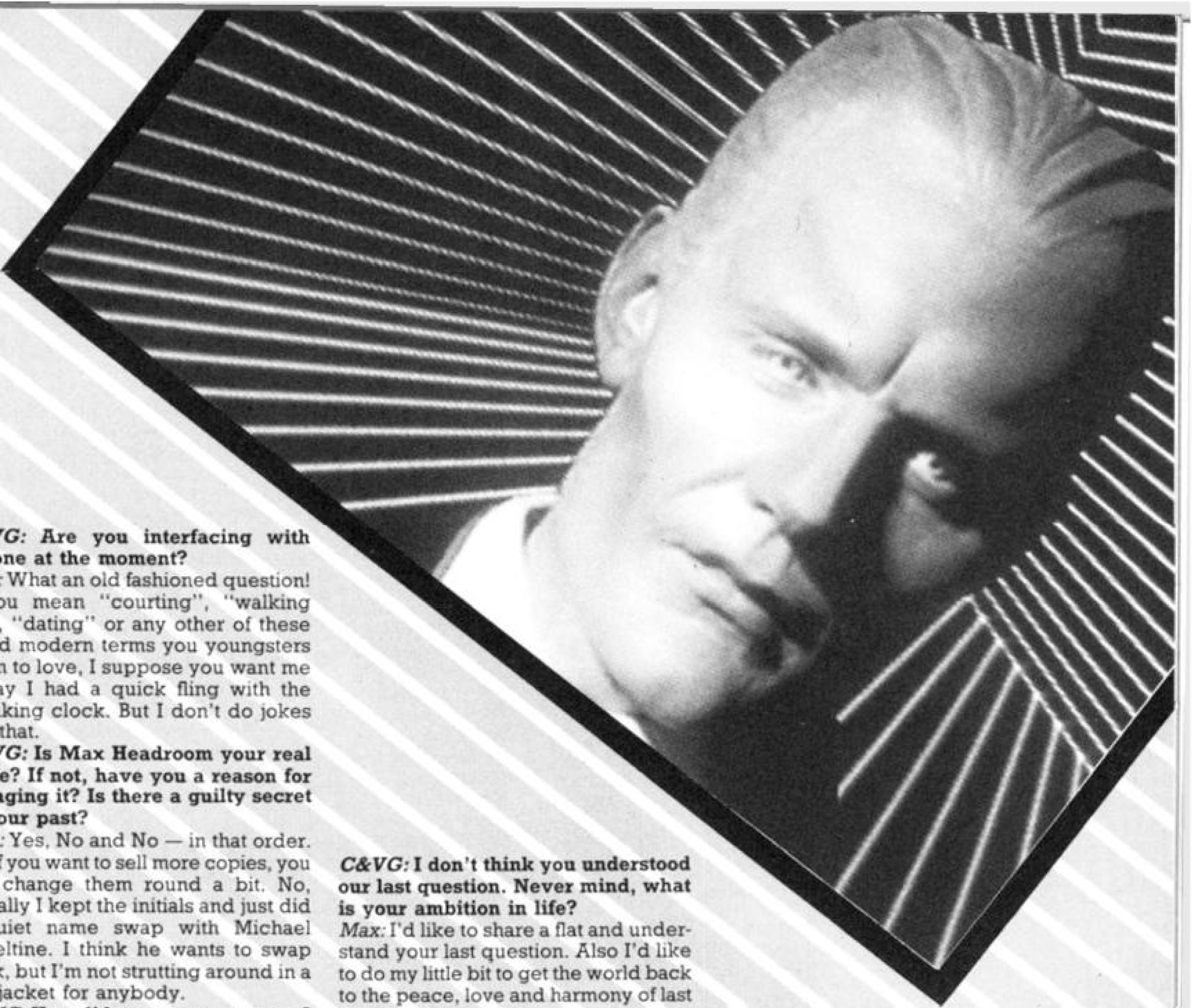
• **Graphics**	6
• **Sound**	7
• **Value**	9
• **Playability**	8

MAX HEADROOM INTERVIEW

M-m-m-m-Max Head-Head-Head-Headroom! For the first time the world's first computer generated TV personality reveals some of his secrets to the world's best computer magazine in an exclusive, no-jokes-barred interview! So, if you are a sensation seeker — or just want a good laugh — read on!

***C&VG:* Who IS Max Headroom?**
Max: A lot of people see me as something very special and I'm humble enough to accept other people's opinions — they're right. I was brought onto the TV networks to give them a little more pezazz, fizz, razzamatazz and other words with lots of Zs in them.

***C&VG:* How have you become so popular in such a short time? In other words, just what is the Max factor?**
Max: Well it's not doing jokes like that. My popularity comes down to my very high degree of perfection, plus a strong element of modesty.



C&VG: Are you interfacing with anyone at the moment?

Max: What an old fashioned question! If you mean "courting", "walking out", "dating" or any other of these weird modern terms you youngsters seem to love, I suppose you want me to say I had a quick fling with the speaking clock. But I don't do jokes like that.

C&VG: Is Max Headroom your real name? If not, have you a reason for changing it? Is there a guilty secret in your past?

Max: Yes, No and No — in that order. But if you want to sell more copies, you can change them round a bit. No, actually I kept the initials and just did a quiet name swap with Michael Heseltine. I think he wants to swap back, but I'm not strutting around in a flak-jacket for anybody.

C&VG: How did you get your stutter? Was it due to a programming error or was it a planned imperfection?

Max: It was an accident, but now I like it. Defects are the way to get on in public life. Have you noticed how many politicians can't say "R" pwoperly? I think there must be courses in it for aspiring MPs. The classic case is how old Meg Thatcher's voice is steadily getting lower — although that could be a battery problem.

C&VG: What generation do you represent?

Max: I appeal to a very wide group of people of all ages between 15 and 16½.

C&VG: Please give graphic details of your life lifestyle.

Max: Well, press photographers are always trying to catch me walking through airports, grinning and suntanned, carrying one of those expensive leather shoulder bags. But I won't let them.

C&VG: How did you stop them?

Max: I always use a plastic carrier.

C&VG: Do people bug you?

Max: I happen to know that there are some at MI5 who are very keen to.

C&VG: Do you exist in your own time and space or someone elses?

Max: Do you mean I share a flat? No.

C&VG: I don't think you understood our last question. Never mind, what is your ambition in life?

Max: I'd like to share a flat and understand your last question. Also I'd like to do my little bit to get the world back to the peace, love and harmony of last August.

C&VG: Will the new strides in technology help you develop your character?

Max: I hope, above all, they'll help me improve my stutter so I can stop half spoiling jokes and start ruining them completely.

C&VG: Who did you fancy for the FA cup this year?

Max: I hoped it would be the Queen so I was disappointed to see the Duke of Kent lifting the trophy this year.

C&VG: Do you play computer games?

Max: Of course not. It's not much fun playing with yourself. And it's boring to win all the time.

C&VG: Where do your jokes come from?

Max: I still get fed silly things the producer reads on a wall somewhere, but all the really good material comes from me.

C&VG: Who programmed you?

Max: Originally the producer, but now I'm almost completely self programming, and I'm about to become the first ever computer-generated producer/writer/performer. You wait and see the difference when it happens!

C&VG: Just what is going on behind you in the studio?

Max: Mostly tears and emotional outbursts from people who can't take the pressure that goes with working with a highly successful almost perfect performer. They just don't have the humility it takes.

C&VG: What are your earliest memories?

Max: Winning first prize in a "Bonny Microchip" contest. See, comedy comes naturally!

C&VG: You play a lot of music on your show. What is your favourite kind of music?

Max: I love golf signature tunes, and I've just bought "Another 20 Golden Golf Greats" to complete my collection. My other current favourites are "Digital Watch Tunes, Vol 2" and an early bootleg of ice-cream van music.

C&VG: Who are your heroes?

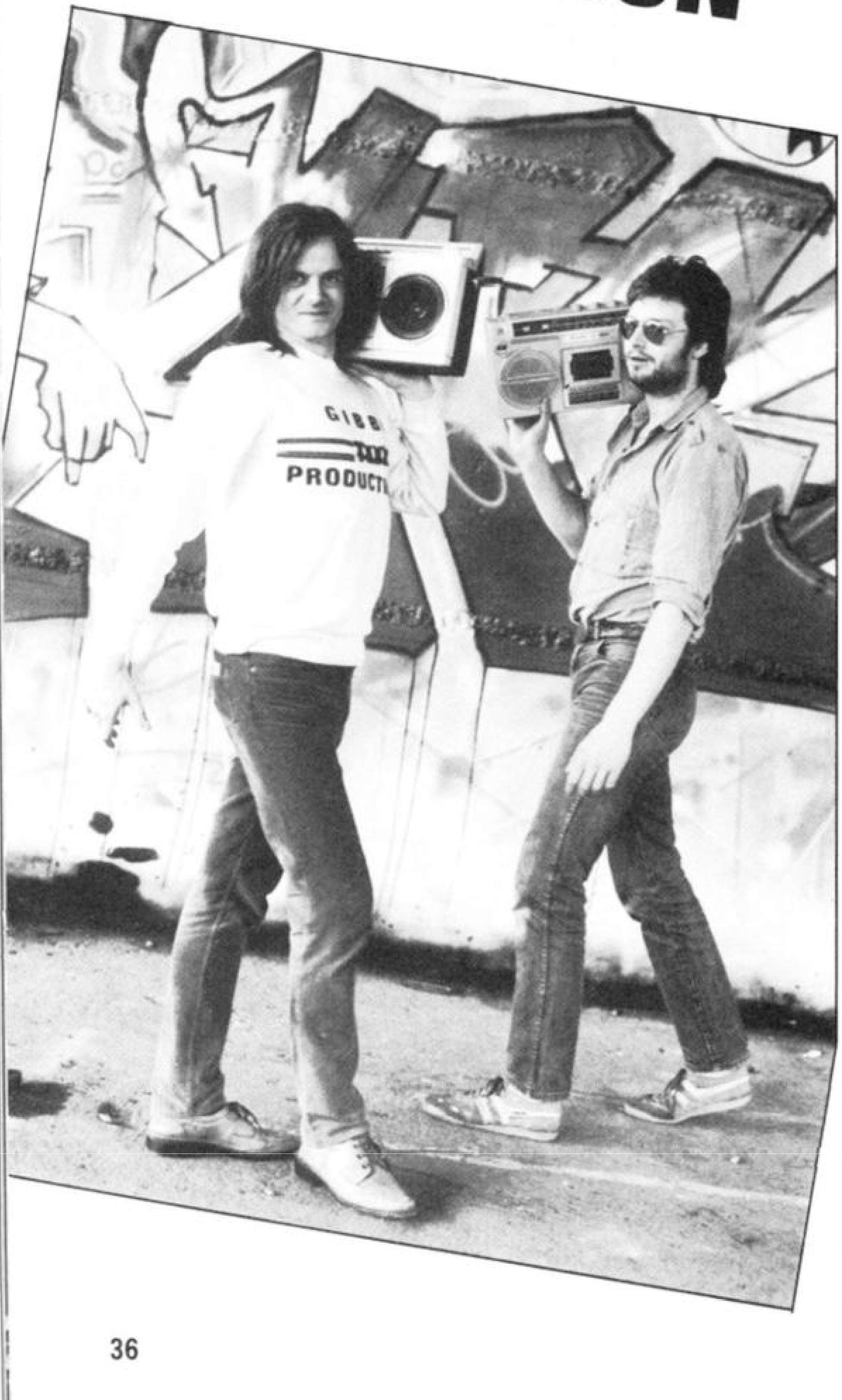
Max: Hollywood greats like Clint Eastwood and Robert Mitchum. I suppose I'm bound to go for the robotic types.

C&VG: What is your idea of a good night out?

Max: Getting my entire fan club together in one place and beating them at bridge.

C&VG: Thanks for letting us discover more about the Max factor, Max. We still like that joke!

GHETTOBLASTER COMPETITION



Dance to the music and let the beat go on for ever with a fantastic programmable synthesiser.

That's the number one prize in another fantastic competition brought to you by *Computer & Video Games* and Virgin Games.

Virgin has a hit on its hands with its new game *Ghettoblaster* which involves the exploits of Rockin' Rodney, a record company messenger in Funky Town. The 12 original pieces of music which accompany the game will have you dancing in your seat.

The game is the work of Tony "Gibbo" Gibson and Mark Harrison, pictured right. Now they have come up with this competition for you to enter.

In the game *Ghettoblaster*, streets are named after some well known songs. What we want you to do is name the artists that have recorded them.

The person who gets most right will win a ghettoblaster and the 50 runners-up will get copies of the game (Commodore 64 only).

In some cases, the song has been recorded by more than one person. Any correct answer will do.

C&VG/VIRGIN GAMES
GHETTOBLASTER COMPETITION

Name..

Address..

....

....

Song	**Artist**
Moonlight Drive	....
Itchycoo Park	....
Pleasant Street	....
Tobacco Road	....
Sunny Goodge Street	....
Electric Avenue	....
Route Sixty Six	....
Gasoline Alley	....
Strawberry Fields	....
Blackberry Way	....
Hold Me Close	....
McArthur Park	....

Tie-breaker: The best record of 1985

so far has been...

because (in not more than twenty

words)...

....

....

....

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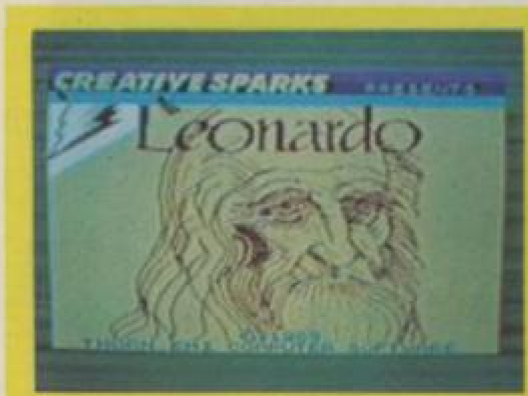
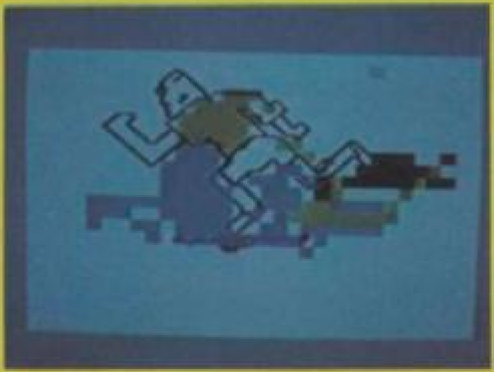
COMPUTER GRAPHICS PACKAGES

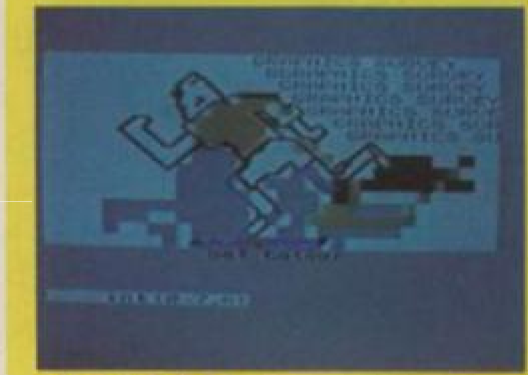
How many of you want to be the next top games designer? Come on. Hands up! Okay — well, how many of you can program graphics? I mean REALLY program graphics to the standard of, say, the better games you've played. Not the sort of thing that looks like a heap of Lego bricks thrown up in the air.

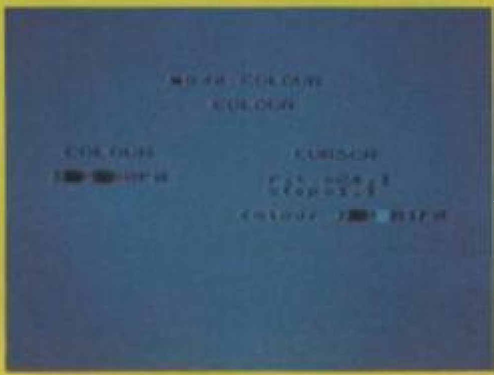
I'm talking about easy-to-use-brushes and colour, instant Light & Magic Ltd. stuff!

Well, my brief, as the designer of this esteemed magazine, was to go through various Graphic Packages that are available for the home-user market. This means that I am going to give these games the once over, just like you will, in a shop or at home, get a first impression of the facilities and come up with how best they can be used.









LEONARDO

Spectrum 48k
Price: £7.95

Thorn-EMI have the "ultimate graphics package" for the Spectrum 48k which has almost everything.

On loading, something I found tricky — but then I find working a phone-box difficult — you are presented with a choice of control. I used a joystick, which is essential for any serious graphics work. Then comes a blank screen with a flashing cursor and you can start to draw.

Using this mode of BRUSH you can change its thickness and whether you want to draw straight lines or arcs or circles. By referring to the information window, you can see what is going on behind the screen. I found this to be a trifle confusing, as you have lots of numbers floating about.

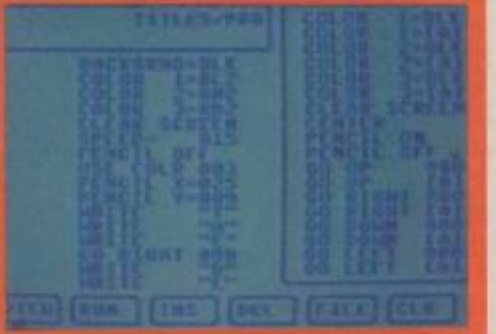
Leonardo has an interesting feature of WINDOWING, with which you can invert, draw and shift the image contained in the WINDOW. You can magnify parts of the picture. This is a very useful piece of graphics as it is difficult, if not impossible, to work on a picture using the clumsy pixels displayed on the screen.

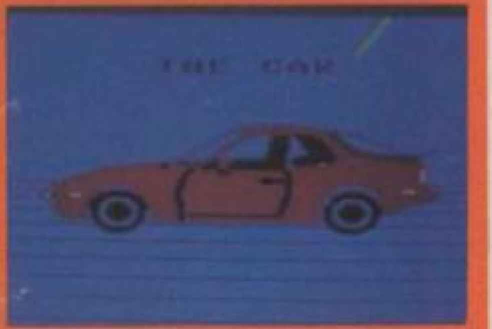
Colouring was fine though I found the Spectrum a hard task master for my puny memory. Which key does what? Luckily, the instruction manual has some keyboard maps to help, but overlays would have been better.

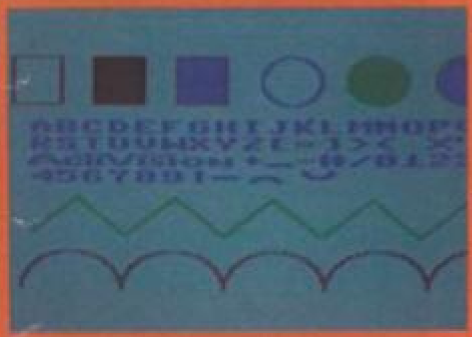
Various other features were Mirror Images, Word Printing, 3-D Drawing and UDGs (User Defined Graphics). You also have an uninspired selection of standard characters in memory to use if, and when, you want them. I didn't.

The manual, although comprehensive, was far too technical for the average user and really you'd need to be a seasoned designer to get instant results.

Powerful and pretentious. But cheap!







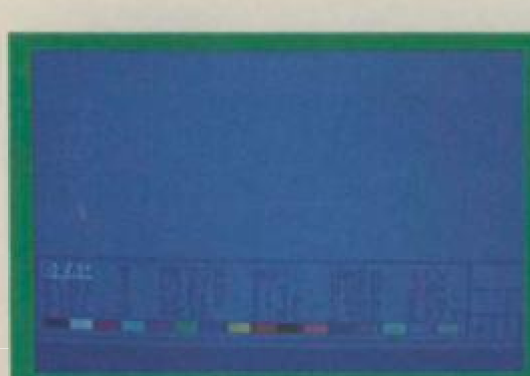
THE DESIGNER'S PENCIL

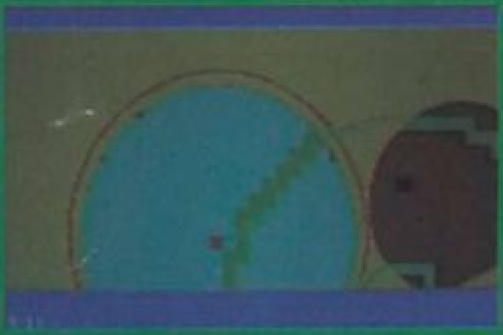
Commodore 64
Price: £10.99

This little gem from Activision has an excellent programming screen allowing fast drawing. What it basically does is give you various strings of characters all ready to call and, by moving an arrow cursor, you can compile your own program. This makes for a slow technique, but good end results — even though, as an artist, I would have liked more freedom to jot and draw rather than have shapes "dictated" to me by the program. I have this dream of a simple jotting pad — perhaps a light pen is the answer!

The demos were the best of the bunch, showing what could be done — but not how! It took a while to get the hang of entering the various levels, but fortunately the manual is well designed and easy to follow.

I found the simple act of drawing difficult even though the colour facility was good. It still wasn't what I would call "user friendly" — the "strings" required parameters and locations and words like "recursion" were used!





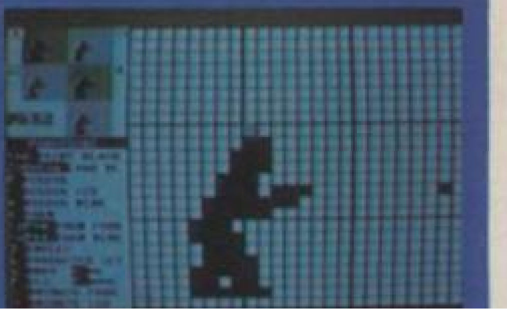
ARTSTAR
Commodore 64
Price: £15.95

After loading this program, you'll find "f1" will call up a simple brush and colour menu. Remember to call up JOY from the menu, though, or you'll spend 10 minutes trying to figure out how to move the cursor! The menu was good, with instructions and colours in a panel on the bottom of the screen.

The commands were chosen by moving the cursor, a task I found fiddly and often inaccurate. But with use would no doubt be easier.

The CAGE facility was no more than a Windowing mode but useful due to its expandability — still it was hard to understand. Creating and storing new UDGs was very simple. You can call up this drawing facility and make a big image, reduce it to whatever size you like and store it for further use. The problems I had with *Artstar* were getting worse as I went on. Perhaps it was just me, but I found that the cursor kept sticking. The fill commands sometimes didn't work — and generally gave me a hard time.

Overall, Artstar, although powerful, was hard to understand and difficult to get the hang of.

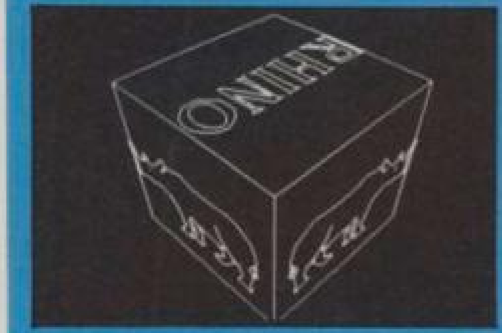


THE ARTIST
Spectrum 48k
Price: £12.95

This program arrived in a sort of unfinished state. The manual consisted of five typed pages, so it's probably unfair to criticize the packaging.

The concept is a good one, and is obviously aimed at the games designer with its animated figures you can call up instantly.

The program has an interesting OVERLAY facility giving CUT, COPY and ABORT to your picture. This, plus scaling and mirror use, makes this an attractive proposition from the start.

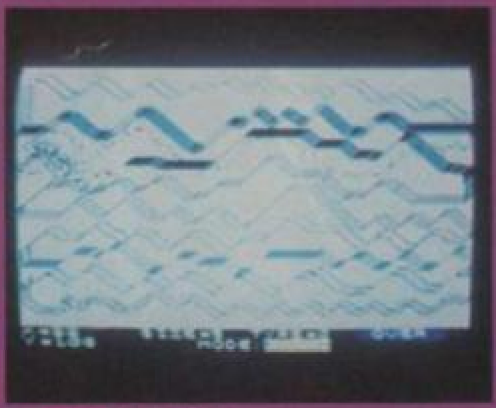


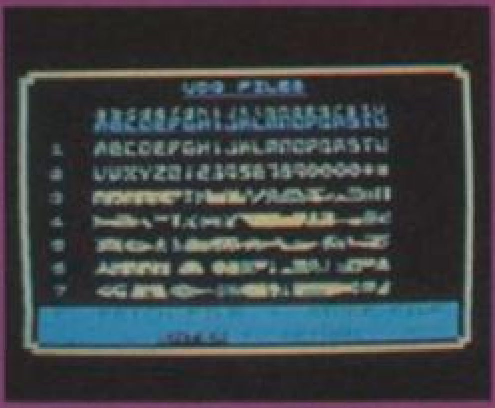
GRAPHITO
BBC
Price: £29.95

It would be silly to have a review of graphic packages without at least one real hard-line program.

This BBC disc or cassette pack is the real thing. Far more complex than the other programs, but a must for graphics freaks into zooms, x/y/z lines and perspective with hidden line erasing. Easy to program using a sort of FORTRAN, I think. It is a joy to use and very powerful. Nice stored graphics and lettering, too.

Advanced stuff though not really for gamers.





LIGHTMAGIC
Spectrum 48k
Price: £14.95

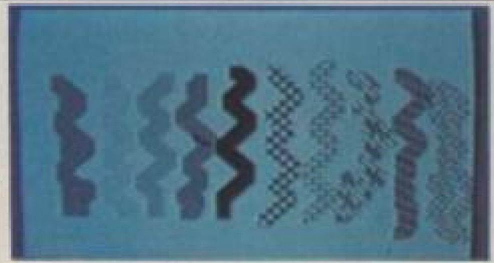
New Generation Software have, in my opinion, come up with a winner in this delightful package.

The main menu is clear and concise giving easy instructions with a screen editing panel letting the user have fast drawing. A y/n response to most editing commands is a great help in failsafe design.

Two cursor designs give maximum visibility to complex screens, and the use of an x/y line to give cursor location is simple to understand and accurate.

Another feature I found a dead cert for the maze designer is the thick 3-D brush stroke, giving a various shaded wall effect at a 45-degree angle (see illustration).

The greatest thing about *Lightmagic*, though, is the user ready icons — everything from helicopters to tanks, boats and bricks. Just take your pick, move it around with the cursor and bingo! Instant games! This was what I was looking for in all these games — user friendly with instant results and no complex programming.



SUMMARY OF TERMS

BRUSHES: Should have a range like this. You just call one up and move it about with the joystick instead of a brush.

UDG/CHARACTERS/ICONS: These are little figures or blocks which are stored in memory to be called up and moved around the screen. They are made up of...

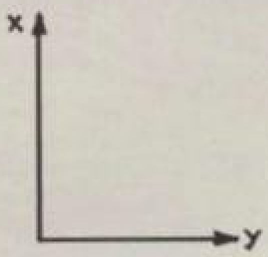
PIXELS: These are the building blocks of colour and shape, even texture, that builds up the picture. Imagine Lego bricks.

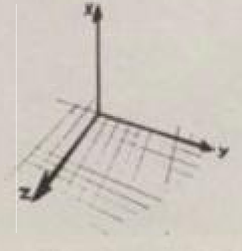
LOCATION: This is usually the way the user places a pixel on the screen. Same as a map reference — you know — 9 up, 7 along, that type of thing!

PRE-SET DRAWING: These are circles, straight lines and arcs that the user defines using formulae on the screen. Can be complicated but very useful and timesaving.

X/Y LINE: This is really position marking (see LOCATION) but 2-dimensional unlike...

X/Y/Z LINES: which are for 3-dimensional drawing.





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Dear Bughunter....

Hi there, techno freaks. It's time to power up the old word processor yet again to bring you a whole new selection of goodies aimed at helping you get more from your micro. And if this page is anything like that introduction then it'll sure be worth reading!

SORE FINGERS?

Before we start, though, a plea. If you've found a wonderful piece of information about your computer that you want to share with everyone, please make sure that I can read it. If it's a short listing, it's best on a computer printout so that I can be sure that it works. Not that I doubt your programming efforts, it's just that no one's typing is infallible and a mistyped POKE can cause a lot of angry phone calls and red typing fingers.

I feel like being kind this month, so I won't actually name the person who sent me a poke for *Manic Miner* on the Vic, whose letter ended by saying "type SYS1639¼ to start the program"!

DOZY DRAGON

Here's a little routine which slows down the speed at which the Dragon 32 lists a program. I'm sure many Dragon owners will find this extremely useful. However, I can't help admitting that the main reason I'm printing this tip is because I think the headline's terrific! To make your Dragon drag on, type POKE 359,60. Thanks go to Richard Chamberlain, of Dottygab, for this one.

C2N PROBLEMS

We still get a couple of letters every week here at *C&VG* from people complaining about the old Commodore 643 cassette recorder. It appears that, while some readers never have any problems loading or saving programs on their 64, some machines just don't like the C2N.

Scott Dawson, from London, and Paul Sobanski, from Cardiff, are this week's winners of the "Who's got a faulty C2N" competition. Scott's only loads some of his games. Paul's main problem was with his copy of *Sea Side Special* from Taskset. Like most others, Paul returned his copy of the game to his local computer store, where, you guessed it, he had no problems at all.

Apparently, Commodore has admitted that some C2Ns have had problems. If yours is one of those, I'd like to hear about it. Drop me a line if you have a problem with your C2N, or any other piece of computer kit. It would be interesting to see just how reliable home micros and peripherals are. I'll give you the top 10 micros which are the most unreliable in a couple of months.

Meanwhile, if you buy a computer and it turns out to be faulty, it is the responsibility of the dealer who sold it to you to put it right. If the machine is under guarantee, there should be no problem. You should ask for your money back or a replacement machine, and try not to accept having the broken machine repaired.

Guaranteed periods on computers are often not very long nowadays. If your machine breaks down a few weeks after the guarantee runs out, try writing to the managing director of the company that makes the machine. Ask him if it is common for his company's machines to last just a few weeks more than the guarantee period before breaking down!

GRAPHICALLY BETTER

A couple of people have asked how to get those fancy screens to appear on your Spectrum when loading a game. You know, the flashing *Manic Miner* logo or the gorgeous graphics that Ultimate use.

Actually, making the screen load before the game is the easy part.

Designing the graphics is rather harder. The *Manic Miner* logo is all done with flashing screen attributes. Although you can't normally have movement on the screen while a program is loading from tape, you can have a screen with a flashing message.

Now, suppose one part of the screen is blue flashing on a red background. At each flash, the colours are reversed, which gives the impression of movement. You'll see this technique used quite a lot on Micronet, if you look around.

To make a still picture, use one of the art packages currently available for the Spectrum.

Once you have designed your screen, you'll need to save it. If you are using an art package, use the option in the program which saves your design in SCREEN$ format. If you have used your own design, type SAVE "LOADSCRN" SCREEN$. This saves the current contents of the screen on tape and calls the file LOADSCRN.

Now, when you have written your game, save it on the same tape after the loading screen.

Before the loading screen, you'll need to record a small program which says LOAD "LOADSCRN" SCREEN$: LOAD "" LINE 10. This will load your screen, then load your game and start the game running from line 10. If your game starts at a different line, alter the 10 to a different number.

Why not try to produce a *C&VG* loading screen at the beginning of the tape you record the magazine's listings on? It will add a professional touch to your games.

A DEVIL OF A PROGRAM

Here's a program, beautifully typed by a dot matrix printer (though on blue paper) courtesy of Jon Paul Eldridge. I can't say where he lives as I've mislaid the letter. Luckily, though, Jon put his name in a REM at the top of the program. The idea of the routine is to keep prying eyes from your BBC listings and stop people breaking into them. In Jon's own words, it gives the hackers hell!

To disguise your program, try to put a number of lines in your program consisting of REM followed by speech marks and then an "@" sign. For example, 10 REM"@. Save your heavily-REMmed program, clear the machine and type in this clever little routine:

```
100 *KEY0 PAGE%=&1900:TOP%=&19D0:FORA%TO TOP%: IF ?A%=&F4 AND A%?1=&22 AND A%2=&40 A%?2==21:NEXT ELSE NEXT:M
```

Run the routine, which sets up key F0 with the lock function. Now, load your BASIC program and press F0. That's all there is to it.

By the way, says Jon, try typing GCOL 232,4. OK, I will.

Well that's about it for this month. Remember, if you have a problem with your micro, or there's something in the manual that you just can't get to grips with, drop me a line to the *C&VG* office or to the Bug Hunter account on Micronet, number 0127865576.

BUG HUNTER

— WRITE TO ME AT: COMPUTER & VIDEO GAMES
PRIORY COURT, 30-32 FARRINGDON LANE,
LONDON EC1R 3AU. OR PHONE ME
ON: 01-251 6222.

First, to the problems with the listings in the June 1985 issue. We haven't had any calls concerning Defuse (Amstrad), so presumably this is okay. However, of the other three listings, one contains a few errors and the others have a couple of quirks.

HUNCHY (Spectrum)

This is the bug-ridden program of the month. Everything seems to be all right with the first program (page 71).

Line 20 of the second program contains the first problem. This isn't a drastic bug, but the author obviously had a microdrive and this line still contains a microdrive load command. The purpose of this line is to load in the user-defined graphics if they are not already present — this is why it checks to see whether the first byte of the UDG area has been set to "56". If you always run the first program before the second, then just omitting this line will solve the problem. Alternatively, change the line to read:

```
20 IF PEEK (USR "a")<>56 THEN
LOAD "hchar"CODE
```

Next delete the last line (1050) from the first program and run this. It will set up the graphics, draw the screen, including the "NOW LOADING..." message, then return to BASIC. Now type the line: SAVE "hchar"CODE USR "a",21*8 and save the UDG data AFTER the second program on the tape. From now on there is no need to run the first program. Just load and run the second which will automatically load the UDG data from tape.

The other minor problems concern the new method we are using to show graphics. The symbol graphics in line 6520 should be SHIFT+'4', then '3', then '7', whilst in graphics mode, not the SHIFT+'1' shown. This should give a table shape.

The lines 6950 to the end of the program haven't had the UDGs changed. These should be:

LINE	GRAPHIC CODE
6950	P (eight of them altogether)
7030	A , B (one of each)
7130	U (just one)

OGGS EGGS (Atari)

No real problems here, but the printer played up a bit. Some lines, such as 190,290 and 801 to 820 have large gaps in them. These spaces are not significant and can be left out without causing problems.

It is always best to remember that printers often do print spaces where they aren't necessary. The Commodore will sometimes list a line that seems too long — remember abbreviations and you won't spend hours pouring over a listing.

PENGI (Commodore 64)

There are no errors or printing problems that we know of with this program. Nevertheless, we've had quite a few enquiries concerning line 201. The problem here is that the Commodore 64 will only allow line lengths of up to 80 characters (two screen lines). Unfortunately, line 201 (as printed) contains 84 characters. So how was it typed in the first place?

Obviously you don't need to type in the space after the line number which will save one character, leaving a total of 83. In addition, the real trick is to use command abbreviations. The best known of these is "PRINT", which can be abbreviated to "?", saving four more characters. This should now allow you to enter the 79 characters on the line. However, for further saving, "POKE" can be abbreviated to "P[s E]" (control mnemonics are the same as those in the listing, ie. SHIFT+'O', and so on).

These, and many more abbreviated commands, can be very handy on both the Commodore 64 and the Vic-20, so you'll probably find it useful to familiarise yourself with them.

PYRAMIDS OF AARON (Spectrum)

We've had quite a few enquiries concerning this problem from our May 1985 issue. The main problem seems to be with people being unable to type line 20. Well, having diligently typed in the program myself (from the magazine listing), everything worked, including line 20!

It did turn out that all the graphics had been converted to upper-case characters, without any indication that they should be graphics. Therefore, as a general rule, if you find any of the letters A, B, C, D, E, F, G or H, between inverted commas in a PRINT statement, then type them in graphics mode. This will at least give you decent looking screens.

Finally, for people still stuck on line 20. There doesn't seem to be anything, but here it is again:

```
20 FOR F=-80 TO 80: PLOT 150,175:
DRAW f,-150+(20 AND f=-80):
PLOT 40,150: DRAW f/2,-65+(10
AND f=-80): PLOT 200,160: DRAW
f/3,-50+(15 AND f=-80): LET f=f+
(30 AND f=-80): NEXT f
```

CREEPY CRAWLEY (Spectrum)

We've had quite a few enquiries about the game Creepy Crawley in the April 1985 issue. Some of you may be having difficulties with the user-defined graphics. Unfortunately, these are not shown in the rest of the listing, but instead appear as normal upper-case letters inside the inverted commas of PRINT statements. So, to get the correct symbols, use Graphics mode for the printed characters in lines 1020, 1030, 1050, 1270 and 1310 to 1400.

SEND US YOUR GAMES!

Have you written a games program that you'd like to see printed within *C&VG*? You have? Then fill in this form and rush it to us at Computer & Video Games, Program Listings, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. We pay £25 for each listing we print — so get your game to us today!

We'd also like you to send us a photograph of yourself — it doesn't matter how silly you look — so we can feature your smiling face alongside your listing and make you REALLY famous. Money and fame — what more could you ask for?

Please fill in the form below carefully so we know exactly what's going on in your game. And please include full instructions and program details along with your tape. Don't forget to keep a copy of your game for yourself. We're afraid that we can't return your tapes to you.

Talking of tapes — that's how we'd like you to send your games in to us. On tape or disc — with a listing if you have a printer.

Lots of our readers have been asking just what happens to their games when they arrive at *C&VG*. Well, we send them out to our team of hard working reviewers who let us know just what they think of your game. If they like it, your tape will go into our "to be published" files. And that's where the waiting starts. We receive several hundred tapes each month — and loads of them are printable. So it can take quite a while to see your game in print. But we like to think that it's worth the wait!

And starting here and now you could become *C&VG's* Programmer of the Year — which we'll judge at Christmas time. So you could get an unexpected Christmas bonus. And don't worry those of you who already have had programs printed — you'll be eligible too!

Program name:..

Machine make:..............................Model..............................

Other models it should run on:....................Number of K needed to run it:....................

Other equipment (joysticks, Extended
Basic, add ons, etc.) needed to run it:..

Author's Christian name:..............................Surname..............................

Address:..

....

..........................Tel:..........................Date:..........................

Type of game: (If original please say so)..

Loading instructions:..

Game instructions: (If not included in the listing)..

....

....

Office use only

Date received:..

Acknowledgement sent: ☐

Name of
evaluator:..

Date sent out:..

Date due back:..

Needs to be returned to
author for alterations: ☐ Date
sent:....................

Due to be published in..
issue of magazine.

Evaluator's comments

Good enough
to publish ☐

Needs some
tidying up ☐

Not worth
publishing ☐

Same game
already published
on this micro ☐

Wouldn't load ☐

ENTOMBED

Never having played Ultimate's first game for the Commodore 64, *Staff of Karnath*, I am unable to make a real comparison to *Entombed* — all I can say is that *Entombed* is a far more complex game, with many maze-like corridors.

If you're looking for help on the first screen, I can tell you that all you need do is jump at the eye in the far right wall. The statues will now remain parted.

Now, look at the Level 1 map. There is obviously only one important route. Go to room A and, using JUMP, make your way to the chest. Here you will find the magic whip — but don't use it yet. Leave your function at JUMP and make your way back to the exit. Now switch your function to USE WHIP. When any unwanted creatures approach, give them 40 lashes! Move onto room B and walk under the large beetle — no skill needed here!

You are now in Level 2. You will find a scroll to read in room D, but read all scrolls quickly because they are displayed for such a short time that they cannot be read twice.

Does anyone know the purpose of room C? Those who do, write to *Prof. Video* right away!

To gain access to Level 3, go to room E, stand to the left (from your view) of the obstructing statue and whip it vigorously. Keep moving closer to it as it moves or the statue will be out of range of your whip. The door is now cleared and you can go through the door.

You are now on Level 3. Go to room G, where the statue is apparently immovable. Go to room F, touch the chest (don't forget to use JUMP to clear this screen) and you will find a "Small Idol". Return to room G. The statue moves from the door.

You are now in Level 4. Go to room H. See those things that the bird is dropping all around you? Well, you must collect them! Not by merely walking under them and touching them as they fall, but by jumping at them!

After collecting numerous bird droppings, the moon sets, the sun rises and a second scroll is shown. In room I there is another scroll in a chest. To reach it you must walk *under* the flying nasties and JUMP over the scorpion.

In room J there are four ghosts in each corner of the screen wailing threateningly and, if you approach the tomb in the middle, they all attack you.

If you JUMP forwards towards the tomb, the ghosts don't attack you! Apart from this, though, I haven't discovered anything else about room J.

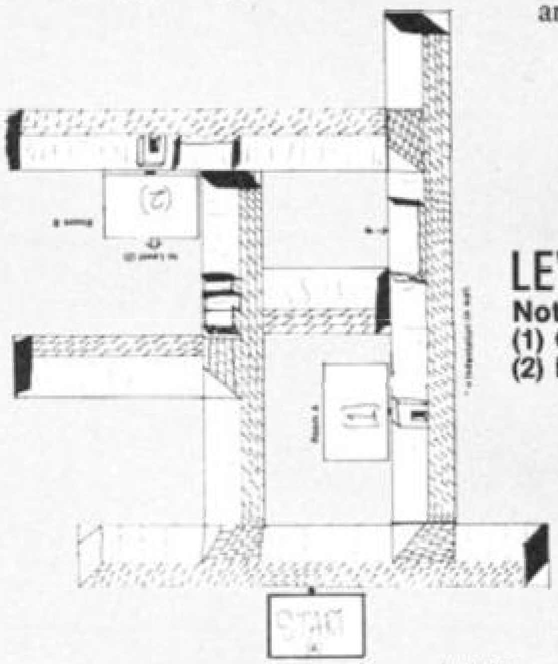
Finally, does anyone know how to reach Level 5? I simply cannot remove that big boulder in room K. Any ideas?

GENERAL TIPS:

Walk close to the wall in the corridors. The mummy always appears at the bottom and from here you can jump at the passing Falcons to gain extra lives.

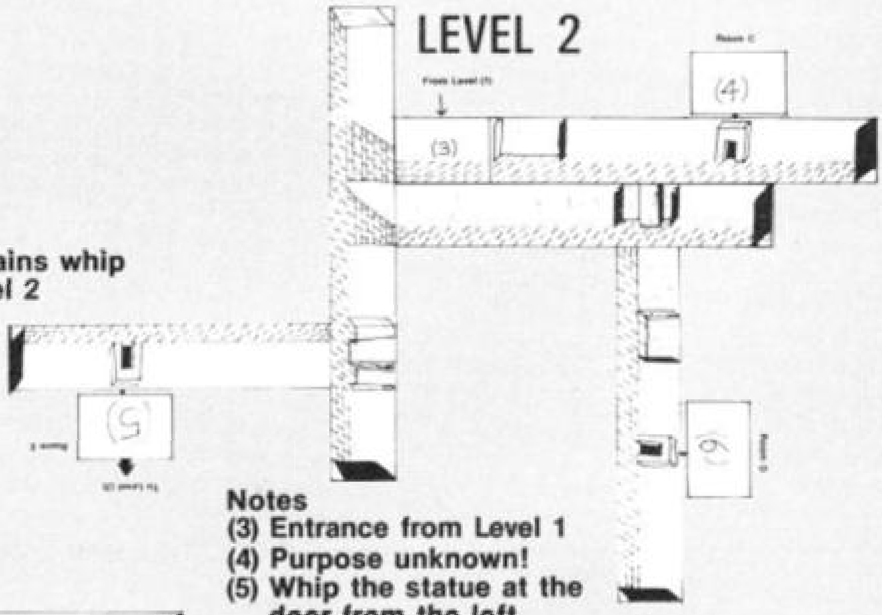
Always keep an eye on your oxygen level when in rooms A-N. Don't bother collecting an extra life if it's going to cost you two to get it!

AONGHUS DE BARRA



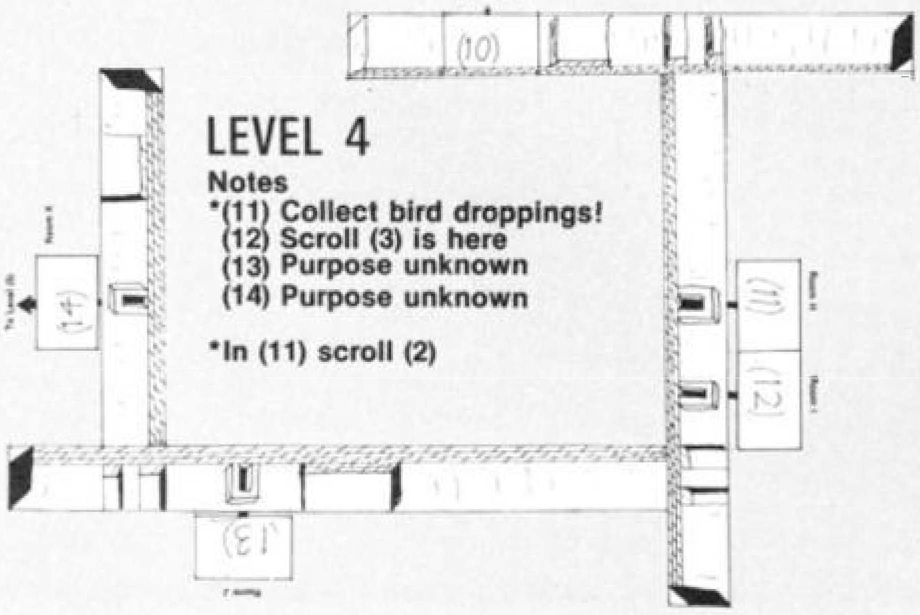
LEVEL 1

Notes
(1) Chest contains whip
(2) Exit to Level 2



LEVEL 2

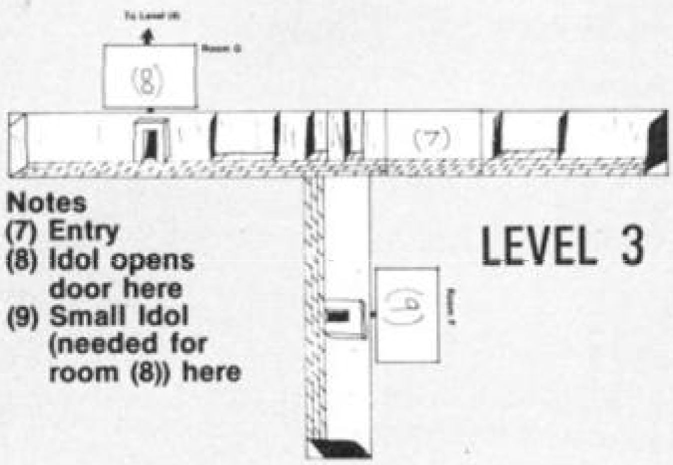
Notes
(3) Entrance from Level 1
(4) Purpose unknown!
(5) Whip the statue at the door from the left
(6) Scroll (1) is here



LEVEL 4

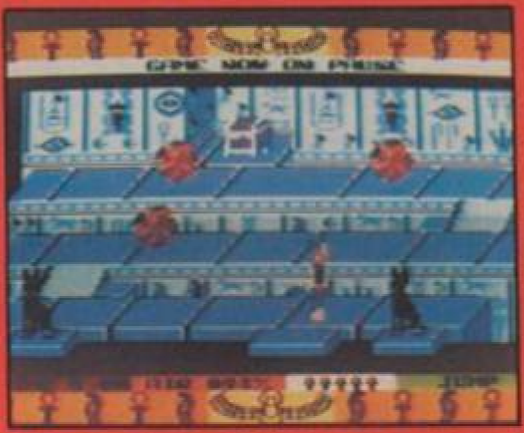
Notes
***(11) Collect bird droppings!**
(12) Scroll (3) is here
(13) Purpose unknown
(14) Purpose unknown

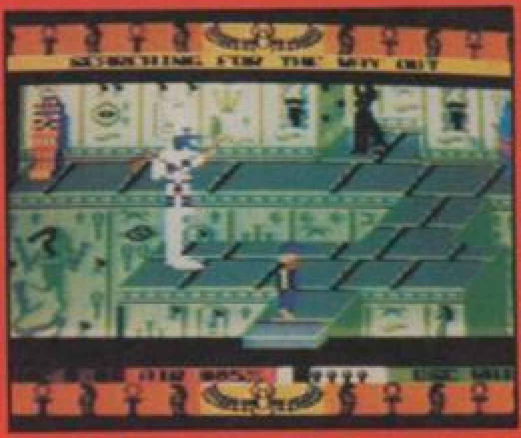
***In (11) scroll (2)**

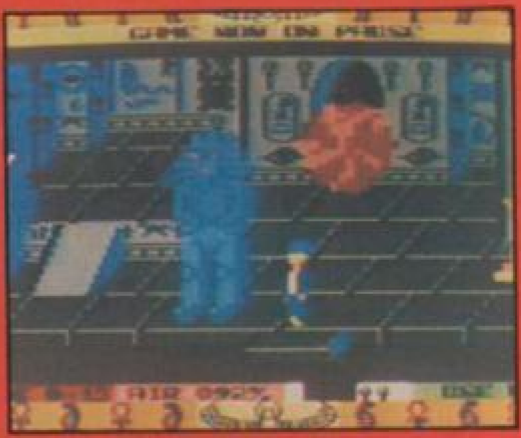


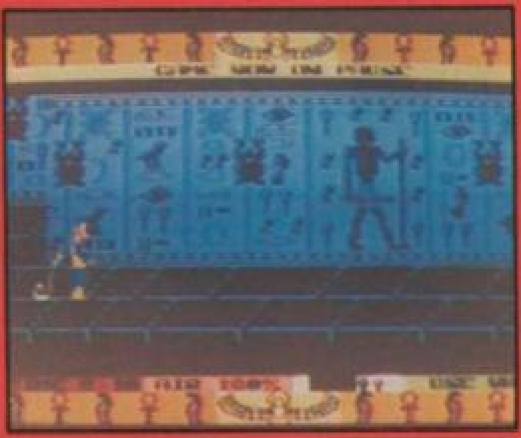
LEVEL 3

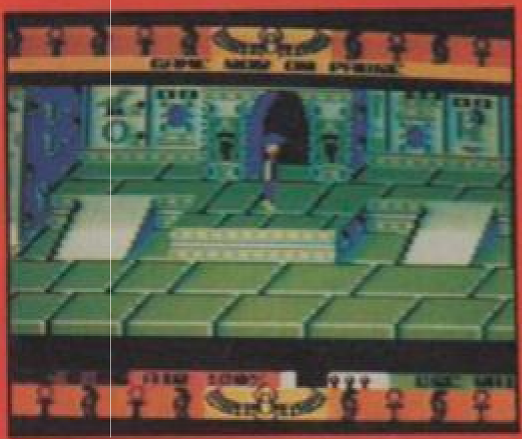
Notes
(7) Entry
(8) Idol opens door here
(9) Small Idol (needed for room (8)) here

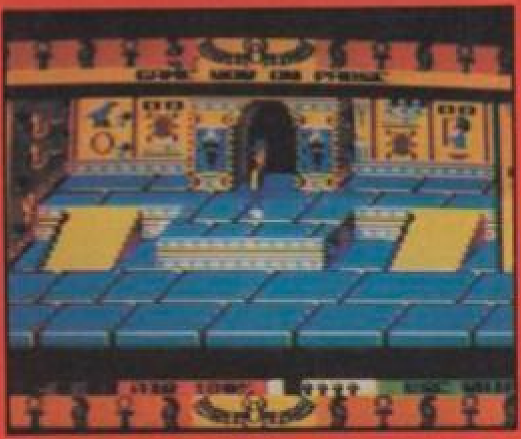

GAME NOW ON PAUSE

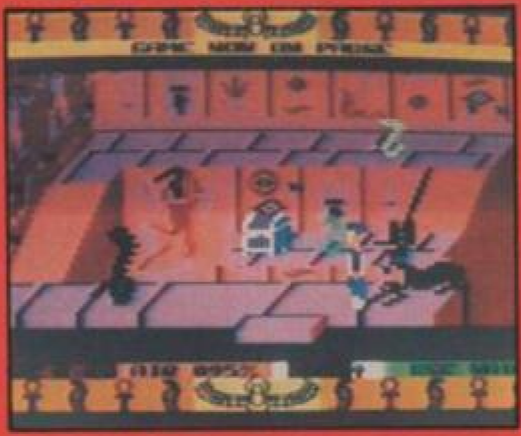

SEARCHING FOR THE WAY OUT


GAME NOW ON PAUSE


GAME NOW ON PAUSE
AIR 100%


GAME NOW ON PAUSE
AIR 100%


GAME NOW ON PAUSE
AIR 100%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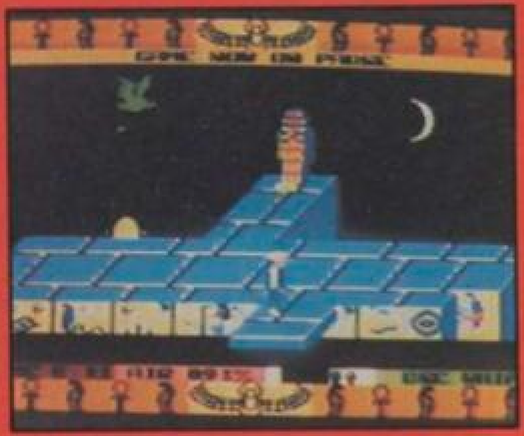
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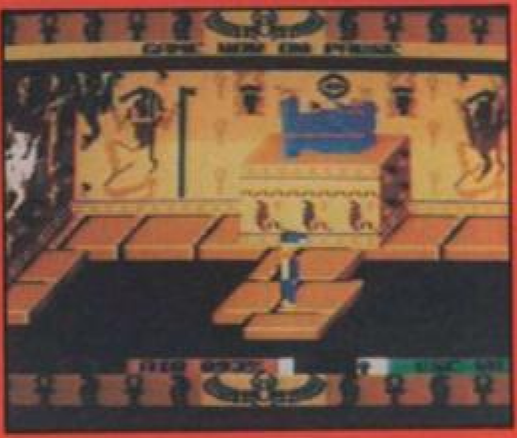
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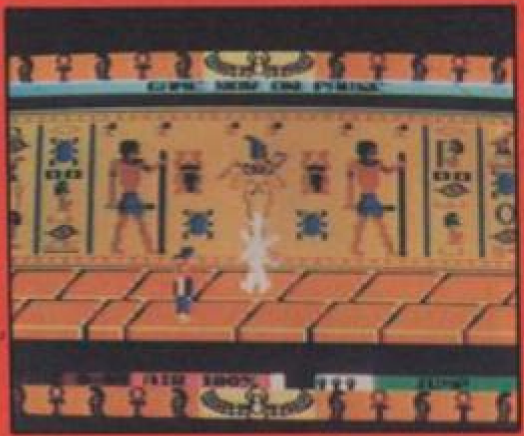
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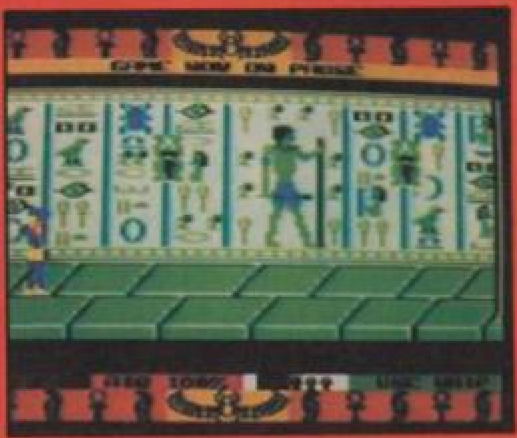
AIR 100%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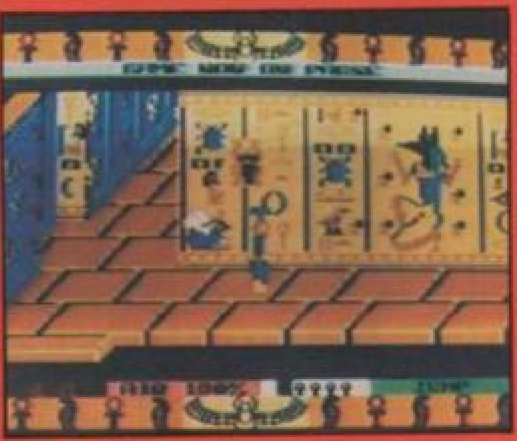
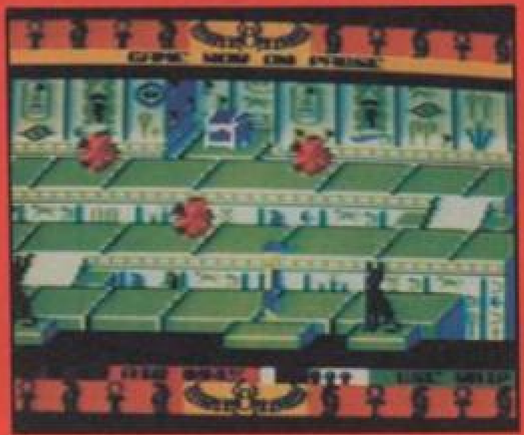
AIR 100%


GAME NOW ON PAUSE
AIR 100%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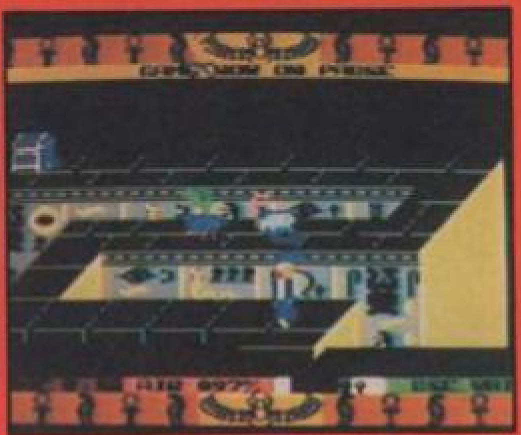
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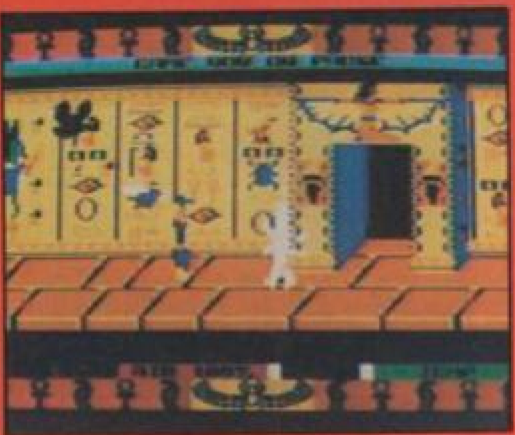
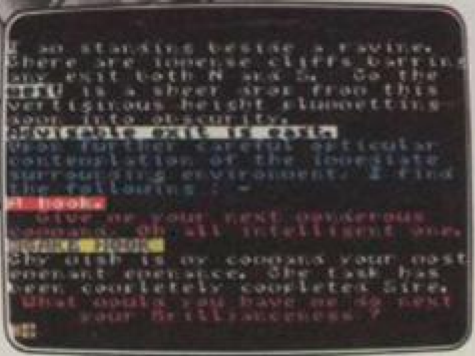

GAME NOW ON PAUSE

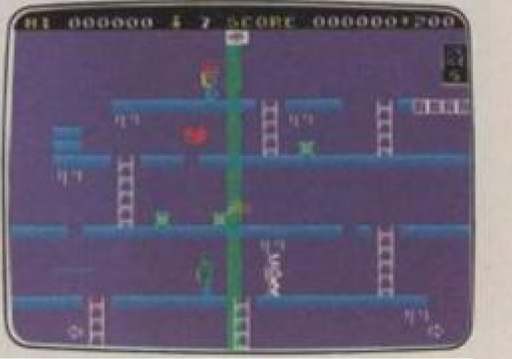
SILVER RANGE... Seeing



THE HELM Adventure
An amusing, stylish text adventure

SCORE LIVES
HI SCORE
HELICHOPPER

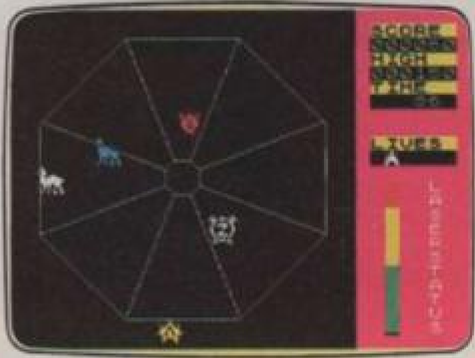
HELICHOPPER Arcade
Fast and smooth multi-screen action



MR FREEZE Arcade/Strategy
Six compartments, each tougher to de-ice

SCORE: 273310

CHICKIN CHASE Arcade
Ruling the roost can be a hard life


SCORE
HIGH
TIME
LIVES
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EXODUS Arcade
Strange creatures emerging from the pits

DUCK! Arcade
Comedy and music in this novel duck shoot

ESTRA Arcade
Recover the sacred statue of Estra the Snake God

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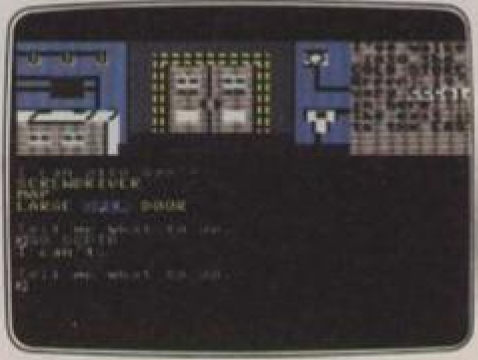
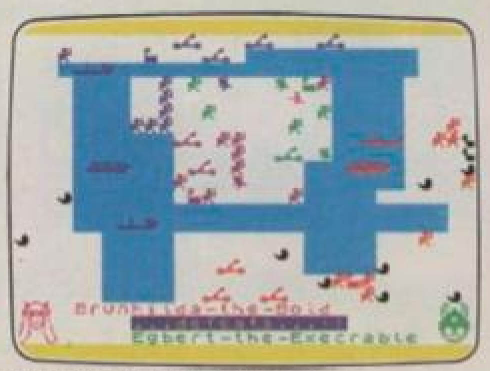
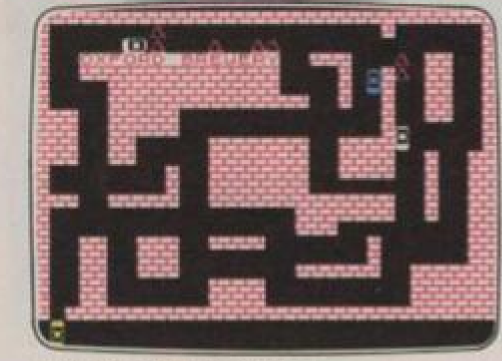
Addictive and challenging multi-level arcade action



SUBSUNK Adventure with Graphics
Trapped on the sea bed in a scuppered submarine

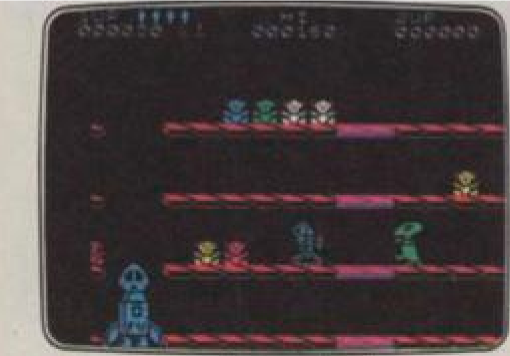

Brunhilda-the-Bold
Egbert-the-Execrable

VIKING RAIDERS War Game
A test of strategy against the computer or friends



RUN BABY RUN Arcade
Multi-car cop chase and shoot-out

ZULU Arcade
100 golden masks hidden in a magic maze



DON'T PANIC Arcade/Strategy
Amusing and challenging, a game with a difference

DON'T BUY THIS! Compilation
Five of the worst games you have ever seen

THE HACKER Arcade/Strategy
Terminal to modem, telephone network to mainframe

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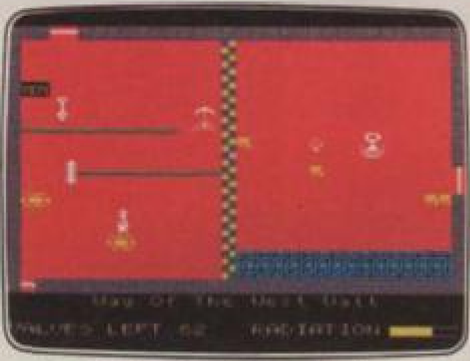
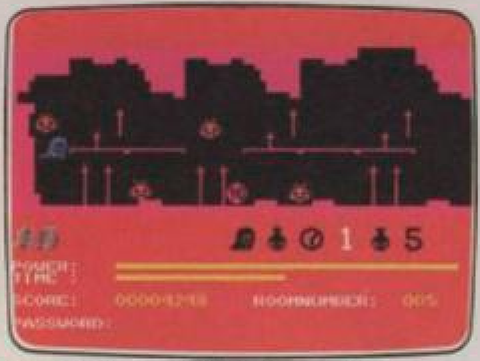
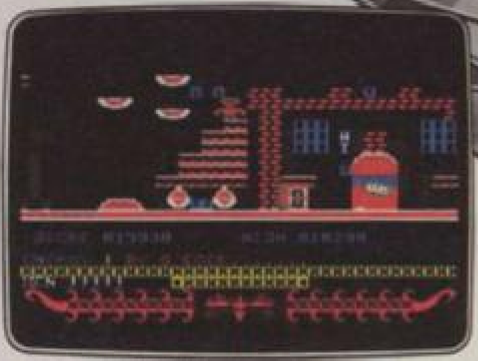
is believing £2.50 each.



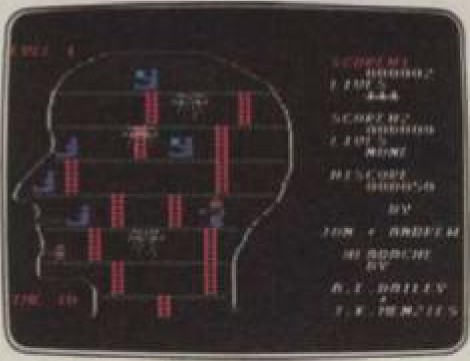
FAHRENHEIT 3000 Arcade/Strategy
Sixty four screens to meltdown



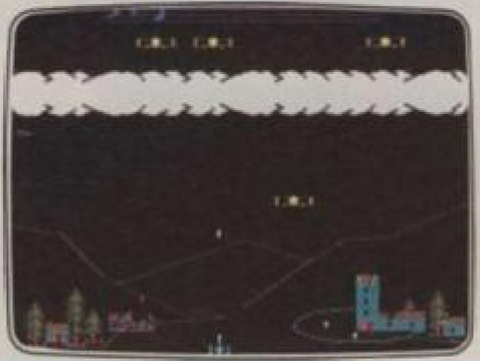
GOGO THE GHOST Arcade/Adventure
150 different haunted castle chambers



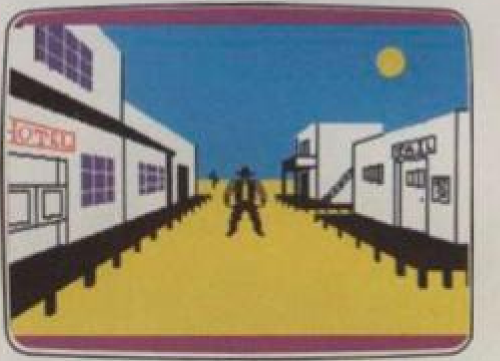
CIRCUS CIRCUS Arcade
Twenty circus rings to escape



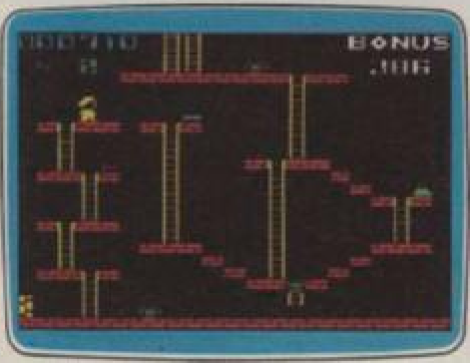
HEADACHE Arcade
Nervous Ned's quest to serve the Brain



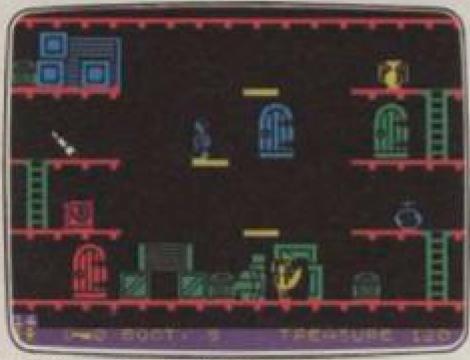
BIRD STRIKE Arcade
Wing the planes and shoot the pigeons



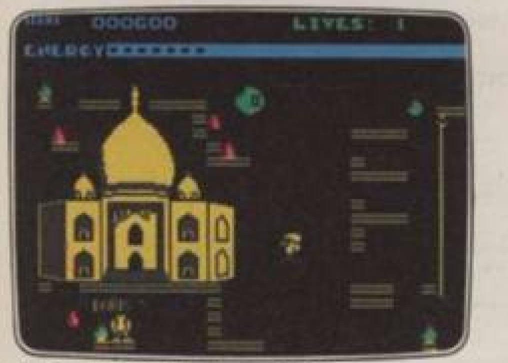
THE WILD BUNCH Strategy/Adventure
Accused of murder, hunt the real killer



MICKEY THE BRICKY Arcade
Four screens packed with fun



BOOTY Arcade/Adventure
Twenty holds full of pirate loot



SHORT'S FUSE Arcade/Strategy
Sam Short secret agent versus Boris and his bombs

FIREBIRD SILVER CATALOGUE

AMSTRAD CPC 464
026 **MR. FREEZE**
029 **THE WILD BUNCH**
042 **SHORT'S FUSE**
044 **SUBSUNK**

BBC MODEL B
003 **BIRD STRIKE**
005 **DUCK!**
022 **ESTRA**
023 **THE HACKER**
025 **MR. FREEZE**
039 **MICROCOSM**

ELECTRON
027 **BIRD STRIKE**
030 **THE HACKER**

COMMODORE 64
015 **MR. FREEZE**
017 **BOOTY**
018 **EXODUS**
019 **HEADACHE**
020 **ZULU**
024 **GOGO**
028 **ESTRA**
032 **SUBSUNK**
034 **THE HELM**
038 **CHICKIN CHASE**
041 **CIRCUS CIRCUS**

VIC 20 (UNEXPANDED)
002 **MICKEY THE BRICKY**

SPECTRUM 16K/48K
006 **RUN BABY RUN**
035 **DON'T PANIC**

SPECTRUM 48K
008 **VIKING RAIDERS**
012 **THE WILD BUNCH**
014 **MR. FREEZE**
016 **BOOTY**
031 **SUBSUNK**
033 **THE HELM**
036 **SHORT'S FUSE**
037 **HELICHOPPER**
040 **DON'T BUY THIS!**
043 **FAHRENHEIT 3000**

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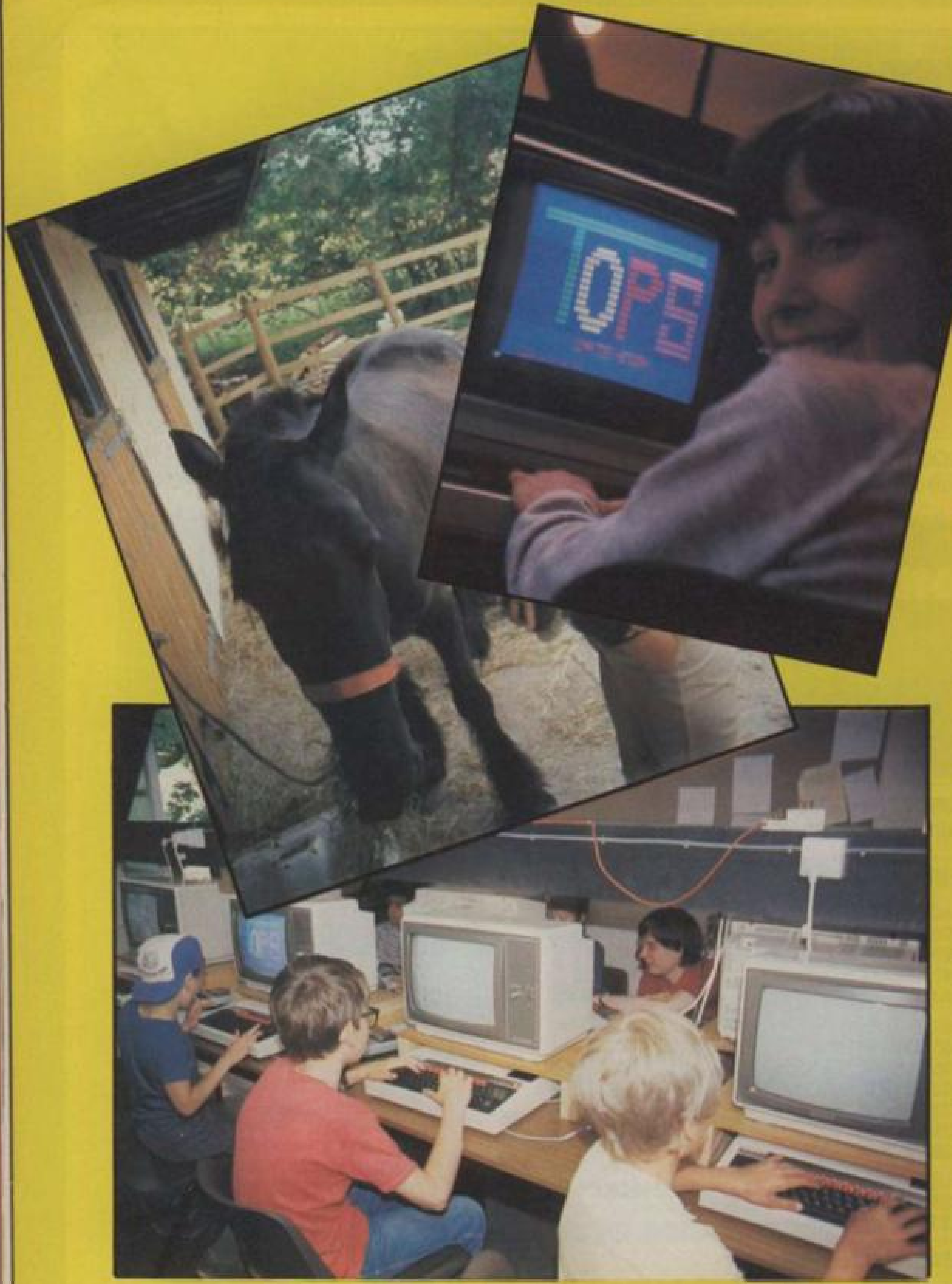
IT'S THE TOPS

COMPETITION



It's the TOPS — a fantastic week-long holiday for one.

Yes, that's the great prize up for grabs in another super competition brought to you by *Computer & Video Games* and TOPS, the specialists in activity and adventure holidays for young people.

The lucky winner will stay at the TOPS activity centre in a converted country house at Hope-under-Dinmore, a short distance from the A49 between Hereford and Leominster.

On your TOPS course, you will have exclusive use of either a BBC B with access to printer and disc drives or an Einstein also with disc drive.

There are also buggys, robotic arms, light pens, computer chess, a complete Apple 2 business system, a range of Prestel facilities and an extensive software library.

The winner will also get top class instruction to help improve his or her computer skills.

And there will be a chance to enjoy other facilities at Dinmore — rifle shooting, archery, swimming, canoeing and a full evening entertainment programme with discos, films and campfires, to name a few.

Guests stay in dormitories which take six to 12 pupils. They are equipped with bunk beds, sheets, pillows and blankets.

The house contains modern toilets and showers, kitchen and dining rooms, games rooms, tuck shop, coffee bar and television lounge.

Most of the house is centrally heated and clothes washing facilities are available.

The competition is open to those between the ages of nine and 15. the two runners up will receive TOPS T-shirts.

The date at which the holiday can be taken will be arranged between the winner and TOPS.

Now here is what you have to do. Imagine you were going to be stranded on a desert island for one week. Which top ten computer games would you like to be marooned with?

Also, say in not more than 25 words why you would like to win this fantastic holiday prize.

Send your answers with the coupon and post it to TOPS HOLIDAY COMPETITION, *Computer & Video Games*, 30-32 Priory Court, Farringdon Lane, London EC1R 3AU. Closing date is August 16 and the editor's decision is final.

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HOLIDAY COMPETITION
(Please attach this coupon to your entry)

Name..

Address.......................................

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I would like to win the TOPS computer holiday because..........

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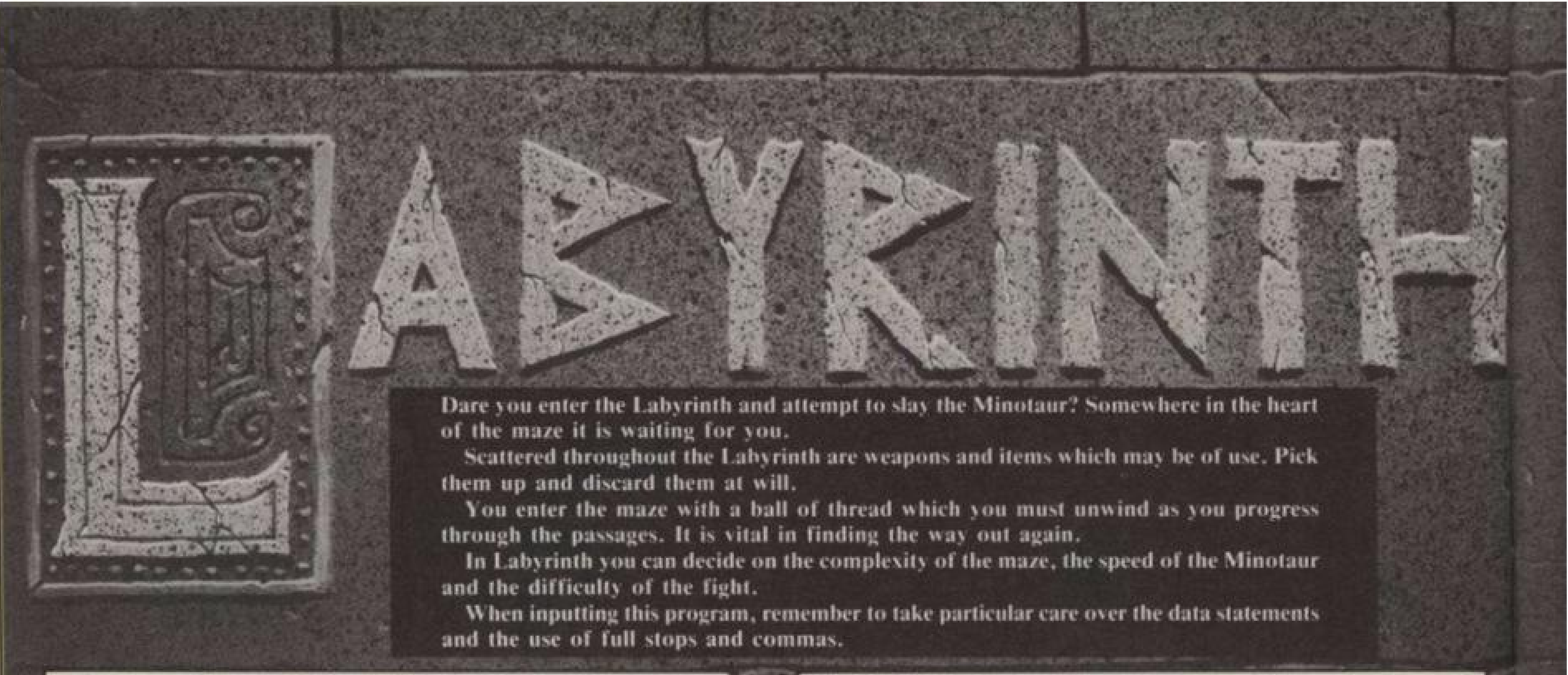
LABYRINTH



Dare you enter the Labyrinth and attempt to slay the Minotaur? Somewhere in the heart of the maze it is waiting for you.

Scattered throughout the Labyrinth are weapons and items which may be of use. Pick them up and discard them at will.

You enter the maze with a ball of thread which you must unwind as you progress through the passages. It is vital in finding the way out again.

In Labyrinth you can decide on the complexity of the maze, the speed of the Minotaur and the difficulty of the fight.

When inputting this program, remember to take particular care over the data statements and the use of full stops and commas.

```
   10 REM LABYRINTH BY JO EDKINS 1985
   20  DATA "pot",1,0,4,-3,4.5,-1,0.5,1,
0,5,3,4.5,-3,4,99
   30  DATA "bone",2,0,4,-4,0.5,-4,3.5,-
3,3.5,-3,2.5,3,2.5,3,3.5,4,3.5,4,0.5,3,0
.5,3,1.5,-3,1.5,-3,0.5,-4,0,99
   40  DATA "stick",3,0,4,-3,0.5,-3,1.5,
4,1.5,4,0.5,-3,0,99
   50  DATA "stone",4,1,4,0,0.5,0,1.5,1,
1.5,1,0.5,0,0,99
   60  DATA "club",5,2,4,3,0.5,-3,.5,5,-
3,1.5,5,3,2.5,3,0,99
   70  DATA "dagger",6,3,4,0,1.5,3,2.5,0
.3,4,0,0.5,0,4.5,-1,4.5,-1,0.5,0,0,4,-1.
5,1.5,5,-2.5,1.5,5,-2.5,2.5,5,-1.5,2.5,9
9
   80  DATA "hammer",7,4,4,2,1.5,-3,1.5,
-3,2.5,2,2.5,2,3.5,4,3.5,4,0.5,2,0.5,2,2
,99
   90  DATA "sword",8,5,4,0,1.5,9,2.5,0,
3,4,0,0.5,0,4.5,-1,4.5,-1,0.5,0,0,4,-1.5
,1.5,5,-2.5,1.5,5,-2.5,2.5,5,-1.5,2.5,99
  100  DATA "spear",9,6,4,3,.5,5,-3,.5,5
,-3,1.5,3,1.5,3,1.5,5,5,.75,5,3,0,5,3,1,
99
  110  DATA "axe",10,7,4,3,2.5,-3,2.5,-3
,3.5,3,3.5,3,2.5,4,0.5,1,0.5,2,2,99
  120 ONERRORGOTO3370
  130  MAX=20
  140  DIM MAZE%(2,MAX),MASK%(MAX),TH%(2
,MAX)
  150  NO=10
  160  DIM OBJX(NO),SVX(NO),OBJY(NO),SVY
(NO),OB$(NO),OW(NO),OK(NO)
  170  MAXTX=0
  180  MODE 4
  190  PROCinit
  200  DR=0:PK=0:UNWIND=0:PX=STARTX:PY=S
TARTY
  210  DX=0:DY=0:ES=0:DD=0:DIR=3
  220  FOR I=1 TO NO
  230     OBJX(I)=SVX(I):OBJY(I)=SVY(I)
  240    NEXT
  250  FOR I=1 TO MAX
  260     TH%(1,I)=0:TH%(2,I)=0
  270    NEXT
  280  TIM=TIME:MX=SVMX:MY=SVMY
  290  REM * MAIN LOOP
  300   IF ES=0 THEN PROCmovemin
  310   IF ES=2 THEN ES=0
  320   IF ES=1 THEN ES=2
  330   PROCdraw
  340    Z$=GET$
  350    IF Z$="Q" THEN GOTO 860
  360    IF Z$="B" THEN GOTO 200
  370    IF Z$="N" THEN GOTO 170
  380    IF DD>0 THEN GOTO 440
  390    IF Z$="F" THEN GOTO 820
  400    IF MX=PX AND MY=PY AND ES=0 THEN
 GOTO 440
  410    ON(INSTR("LRTMPDS",Z$)+1)GOTO420
,460,490,520,550,700,740,780
  420    IF Z$="U" AND UNWIND<>1 THEN UNW
IND=1:GOTO 290
  430    IF Z$="W" AND UNWIND=1 THEN UNWI
ND=2:GOTO 290
  440   REM * ERROR
  450    VDU 7:GOTO 340
  460   REM * TURN LEFT
  470    DIR=DIR-1:IF DIR<1 THEN DIR=DIR+
4
  480    GOTO 290
  490   REM * TURN RIGHT
  500    DIR=DIR+1:IF DIR>4 THEN DIR=DIR-
4
  510    GOTO 290
  520   REM * TURN AROUND
  530    DIR=DIR+2:IF DIR>4 THEN DIR=DIR-
4
  540    GOTO 290
  550   REM * MOVE FORWARD
  560    IF X=PX AND Y=PY THEN GOTO 440
  570    IF DIR=2 THEN PX=PX+1
  580    IF DIR=3 THEN PY=PY+1
  590    IF DIR=1 OR DIR=3 THEN NSEW=1
  600    IF DIR=2 OR DIR=4 THEN NSEW=2
  610    IF UNWIND=1 THEN TH%(NSEW,PY)=TH
%(NSEW,PY) OR MASK%(PX)
  620    IF UNWIND=2 THEN TH%(NSEW,PY)=TH
%(NSEW,PY) AND NOT MASK%(PX)
  630    IF DIR=1 THEN PY=PY-1
  640    IF DIR=4 THEN PX=PX-1
  650    IF MX>0 OR MY>0 OR PX<>STARTX OR
 PY<>STARTY THEN GOTO 290
  660    DD=2
  670    SOUND 1,-15,81,6:SOUND 1,-15,101
,3:SOUND 1,-15,117,3:SOUND 1,-15,129,3
  680 *FX21 0
  690    GOTO 290
  700   REM * PICK UP
  710    IF DR>0 OR PK=0 THEN GOTO 440
  720    DR=PK:OBJX(PK)=0:OBJY(PK)=0
  730    GOTO 290
  740   REM * DROP
```

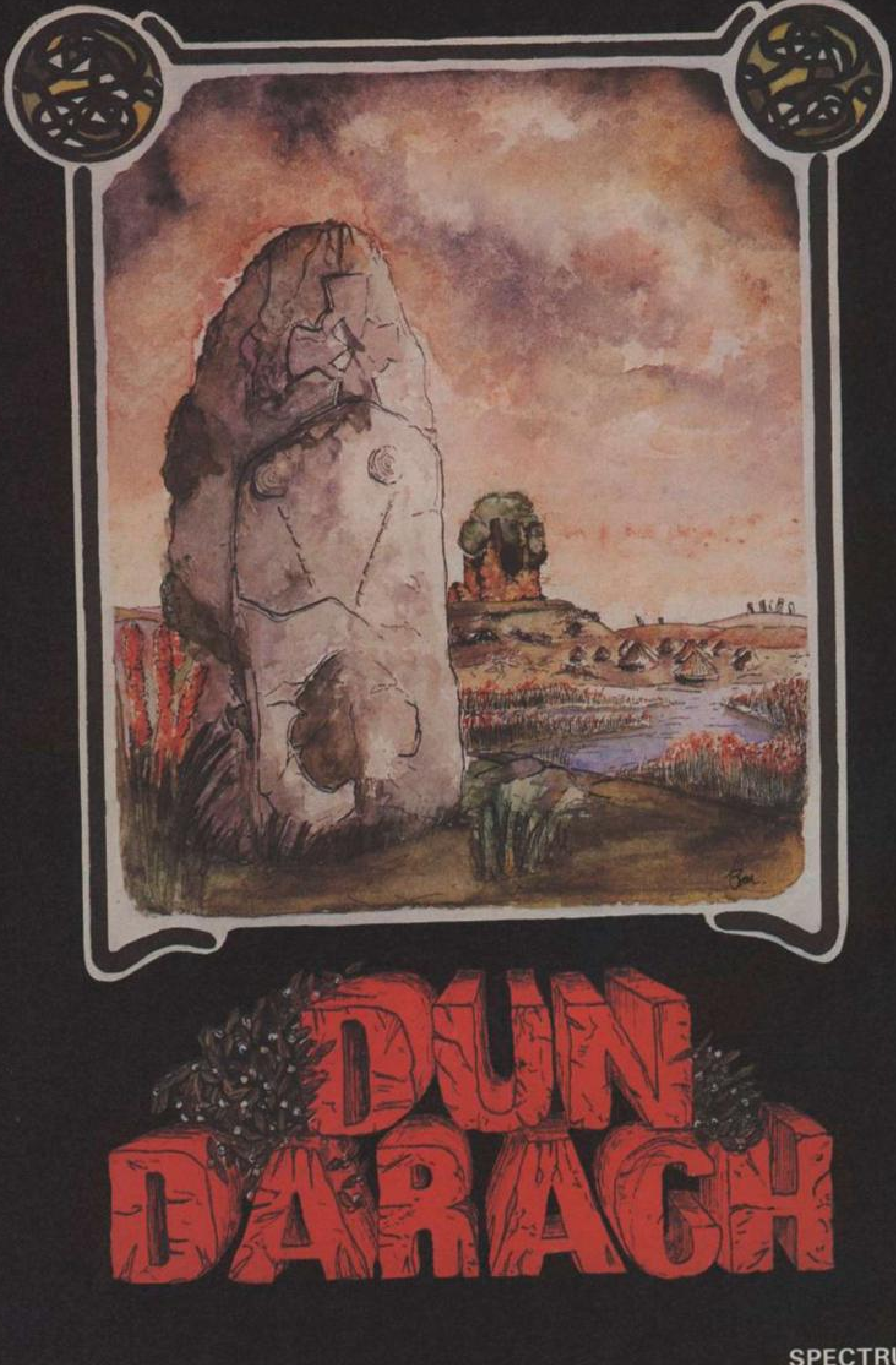
Illustration: Steiner Lund

RUNS ON A BBC

BY JO EDKINS

LABYRINTH

```
  750    IF DR=0 THEN GOTO 440
  760    OBJX(DR)=PX:OBJY(DR)=PY:DR=0
  770    GOTO 290
  780   REM * SWAP
  790    IF DR=0 OR PK=0 THEN GOTO 440
  800    OBJX(PK)=0:OBJY(PK)=0:OBJX(DR)=P
X:OBJY(DR)=PY:DR=PK
  810    GOTO 290
  820   REM * FIGHT
  830    IF MX<>PX OR MY<>PY THEN GOTO 44
0
  840    PROCfight
  850    GOTO 290
  860   REM * END OF PROGRAM
  870    VDU 26:CLS:CLG
  880    END
  890   DEF PROCinit
  900   CLS:VDU 31,0,5
  910   PRINT "You are Theseus about to e
nter the"
  920   PRINT "  Labyrinth to slay the Mi
notaur"'
  930   PRINT "You will find weapons insi
de of"
  940   PRINT "  greater or lesser worth"
:PRINT
  950   PRINT "You have a ball of thread
which"
  960   PRINT "you can unwind to help you
 find"
  970   PRINT "your way out":PRINT
  980   INPUT "Complexity of Maze ? (1=Si
mple) ";COMPLEX:PRINT
  990   INPUT "Speed of Minotaur ? (1=No
movement) ";SPEED:PRINT
 1000   INPUT "Difficulty of Fight ? (1=S
imple) ";FIGHT:PRINT
 1010   PRINT "Labyrinth being constructe
d"
 1020   PRINT
 1030   PRINT "             Please wait."
 1040   MASK%(1)=1
 1050   FOR I=2 TO MAX
 1060      MASK%(I)=MASK%(I-1)*2
 1070     NEXT
 1080   X=RND(MAX)
 1090   Y=0
 1100   STARTX=X
 1110   STARTY=Y
 1120   FOR I=1 TO MAX
 1130      MAZE%(1,I)=0
 1140      MAZE%(2,I)=0
 1150     NEXT
 1160   RESTORE
 1170   FOR K=1 TO NO
 1180      READ OB$(K),OW(K),OK(K)
 1190      REPEAT:READ Z:UNTIL Z=99
 1200      PROCset:SVX(K)=X:SVY(K)=Y
 1210    NEXT
 1220   PROCset:SVMX=X:SVMY=Y
 1230   PRINT '"Hit return to continue."
 1240   Z=GET
 1250   ENDPROC
 1260   DEF PROCset
 1270   FOR I=1 TO COMPLEX
 1280     DIR=RND(4)
 1290     DIST=RND(MAX)
 1300     IF X=1   THEN DIR=2
 1310     IF X=MAX THEN DIR=4
 1320     IF Y<2   THEN DIR=3
 1330     IF Y=MAX THEN DIR=1
 1340     IF DIR=2 OR DIR=4 THEN NSEW=2
 1350     IF DIR=1 OR DIR=3 THEN NSEW=1
 1360     FOR J=1 TO DIST
 1370        IF DIR=2 AND X<MAX THEN X=X+
1
 1380        IF DIR=3 AND Y<MAX THEN Y=Y+
1
 1390        MAZE%(NSEW,Y)=MAZE%(NSEW,Y)
OR MASK%(X)
 1400        IF DIR=4 AND X>1 THEN X=X-1
 1410        IF DIR=1 AND Y>1 THEN Y=Y-1
 1420       NEXT
 1430     NEXT
 1440   ENDPROC
 1450   DEF PROCdoor
 1460   IF A=0 THEN GOTO 1480
 1470   MOVE W,A:DRAW W,1000-A
 1480   MOVE W,A+B:DRAW WW,A+B:DRAW WW,10
00-A-B:DRAW W,1000-A-B
 1490   W=1000-W:WW=1000-WW
 1500   ENDPROC
 1510   DEF PROCwall
 1520   MOVE W,A:DRAW WW,A+B:MOVE W,1000-
A:DRAW WW,1000-A-B
 1530   W=1000-W:WW=1000-WW
 1540   ENDPROC
 1550   DEF PROCpassage
 1560   MOVE A+B,A+B:DRAW A+B+B,A+B+B
 1570   MOVE 1000-A-B,A+B:DRAW 1000-A-B-B
,A+B+B
 1580   MOVE 1000-A-B,1000-A-B:DRAW 1000-
A-B-B,1000-A-B-B
 1590   MOVE A+B,1000-A-B:DRAW A+B+B,1000
-A-B-B
 1600   ENDPROC
 1610   DEF PROCdeadend
 1620   MOVE A+B,A+B
 1630   GCOL 3,1:DRAW A+B,1000-A-B
 1640   GCOL 0,1:DRAW 1000-A-B,1000-A-B
 1650   GCOL 3,1:DRAW 1000-A-B,A+B
 1660   GCOL 0,1:DRAW A+B,A+B
 1670   IF DIR=1 AND X=STARTX AND Y=START
Y THEN COL=85:PROCsq(A+B,A+B,1000-2*(A+B
),1000-2*(A+B))
```



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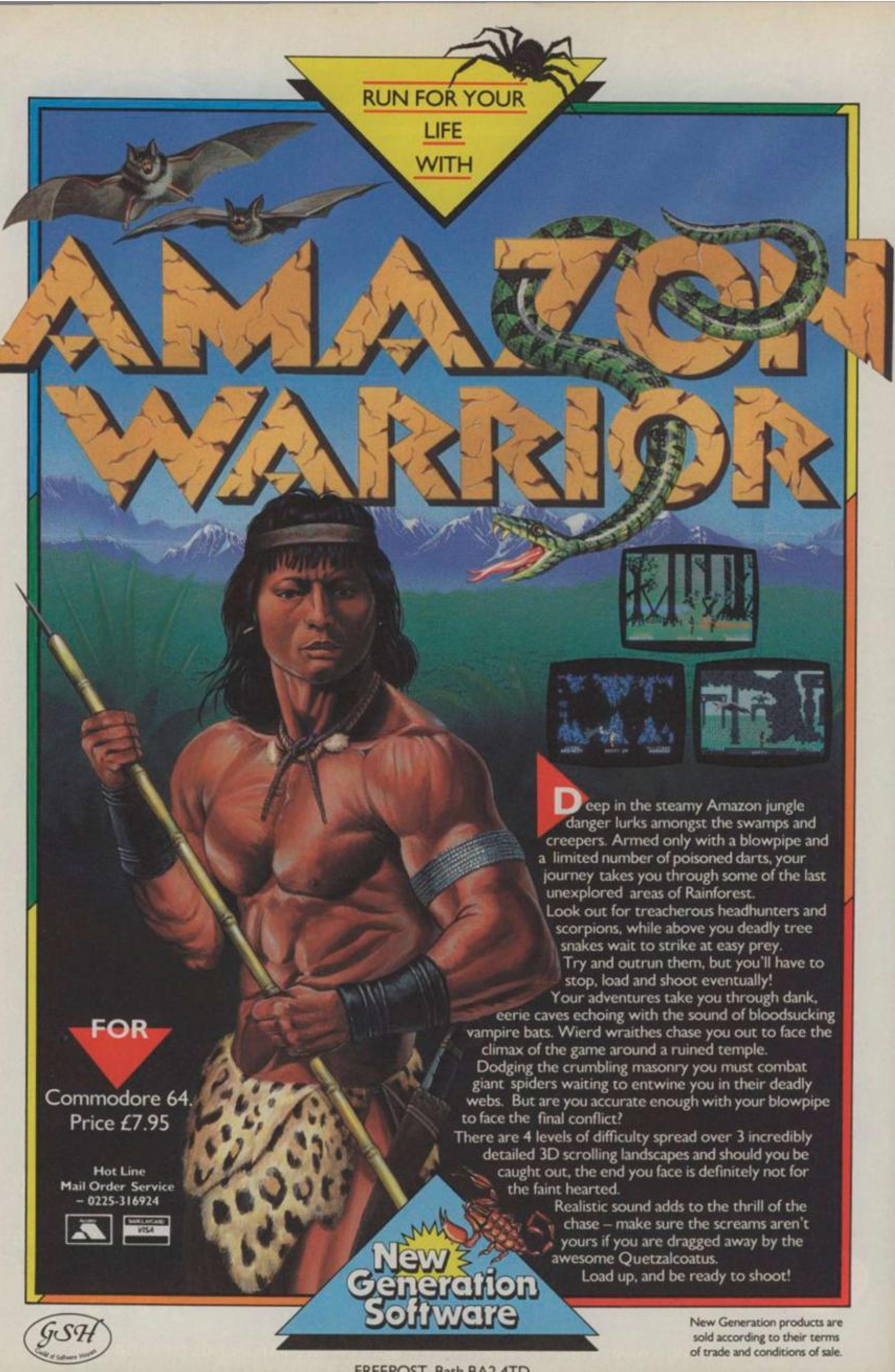

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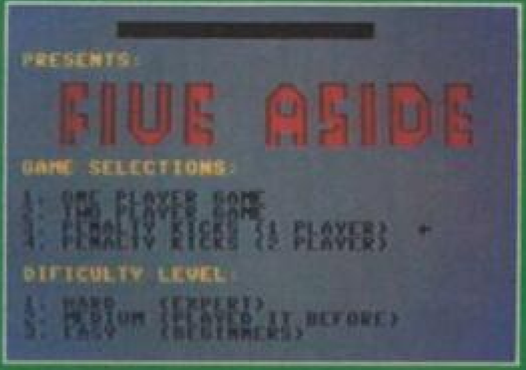
FIVE-A-SIDE FOOTBALL



```
PRESENTS:
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1: ONE PLAYER GAME
2: TWO PLAYER GAME
3: PENALTY KICKS (1 PLAYER)  *
4: PENALTY KICKS (2 PLAYER)
DIFICULTY LEVEL:
1: HARD    (EXPERT)
2: MEDIUM  (PLAYED IT BEFORE)
3: EASY    (BEGINNERS)
```

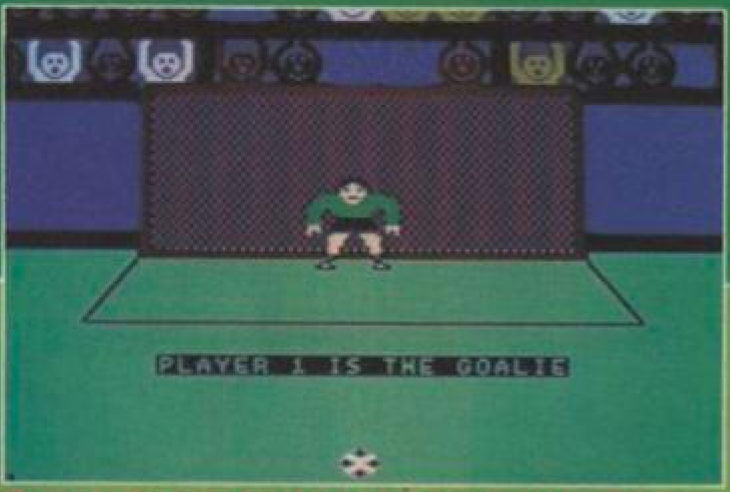

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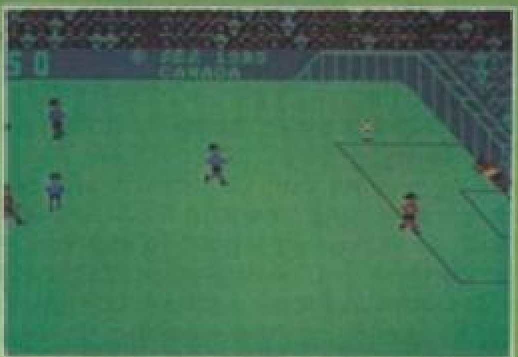

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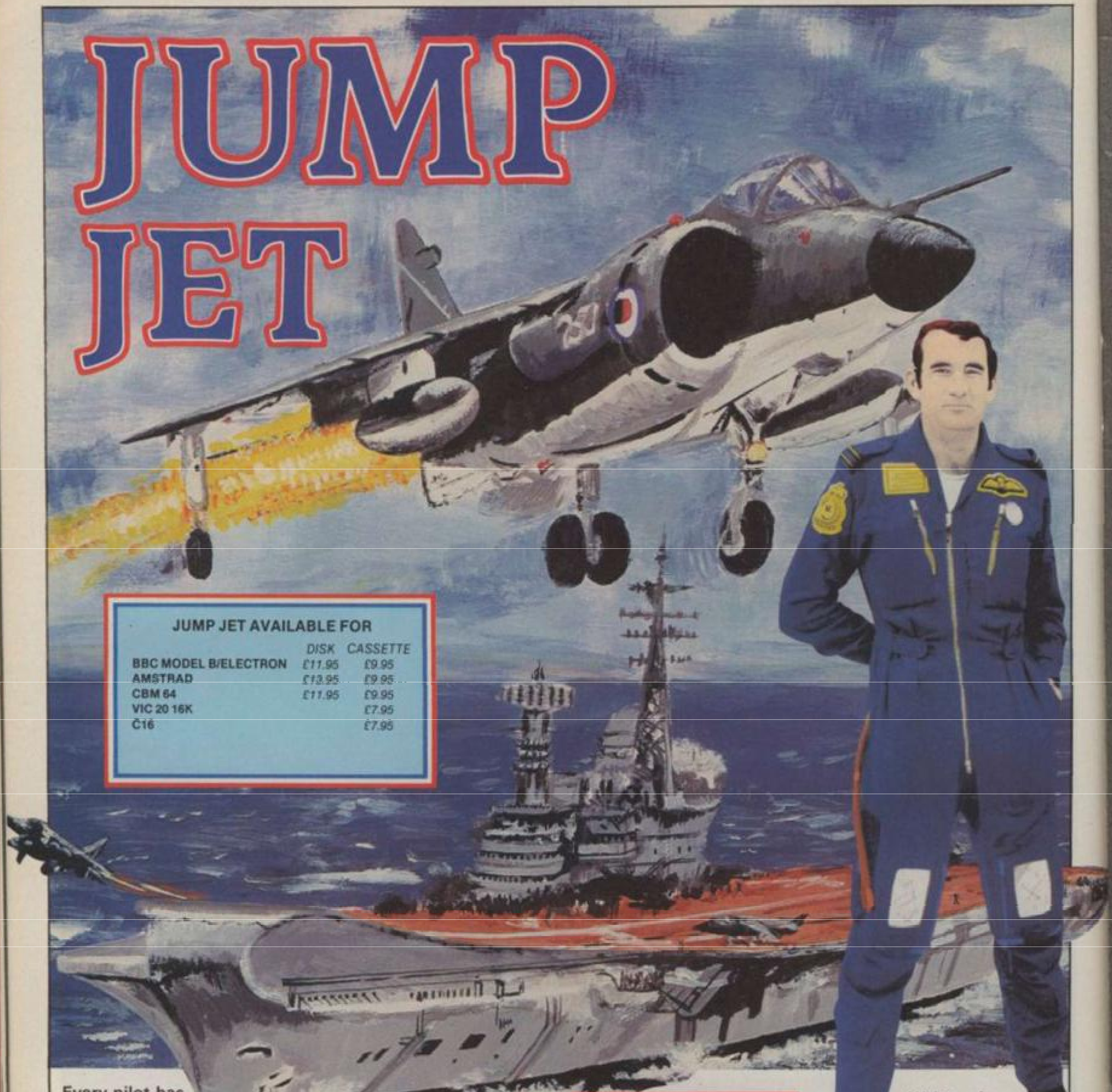

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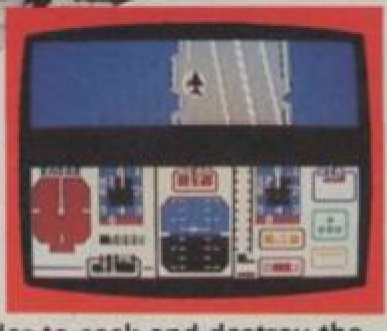


Written by
Vaughan Dow
Jump Jet Pilot

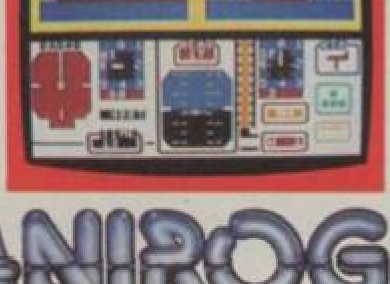
Every pilot has the dream of flying one of these unique and complex fighting machines. Here is your chance to do what few pilots have the privilege to try.

Depending on your skill, confidence and courage, you have the choice of remaining near the landing pad, learning to hover and land, or venturing higher to practise your approaches.

When you think you have mastered these, then accelerate the Jump Jet into an attack fighter. Use the radar and range finder to seek and destroy the enemy, by launching heat-seeking air-to-air missiles. Beware! His radar and missile systems are as good as yours. Reckless pursuit is ill-advised: you must maintain a fuel level that will enable you to relocate and return to the aircraft carrier, executing the skills you have learned to achieve a successful landing.

You are now ready to proceed to the next skill level to face additional hazards, such as unpredictable swell and treacherous cross-winds.

Be warned, this program is not a toy or game. You will need to co-ordinate your hands, eyes and mind to successfully complete each mission. Do not hope to achieve in a short time that which took the author three years to learn as a Jump Jet pilot, and over a year to record on this computer program.



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```
 1680  I=5
 1690  ENDPROC
 1700  DEF PROCline(R,S,T,U)
 1710  MOVE R,S
 1720  PLOT 21,T,U
 1730  ENDPROC
 1740  DEF PROCdraw
 1750  X=PX:Y=PY:A=0:B=100:CLS:CLG
 1760  VDU 28,31,31,39,0
 1770  MOVE 0,0
 1780  FOR I=1 TO 5
 1790      W=A:WW=A+B
 1800      PROCobjects
 1810      IF DIR=1 THEN Y=Y-FNmove(2,X,Y
,X+1,Y,X,Y)
 1820      IF DIR=2 THEN X=X+FNmove(1,X,Y
,X,Y+1,X+1,Y)
 1830      IF DIR=3 THEN Y=Y+FNmove(2,X+1
,Y,X,Y,X,Y+1)
 1840      IF DIR=4 THEN X=X-FNmove(1,X,Y
+1,X,Y,X,Y)
 1850     REM * NEXT
 1860      IFMV:PROCpassage:A=A+B+B:B=B/2
 1870     NEXT
 1880  PRINT ''"Options"'
 1890  IF DD=2 THEN PRINT "You're":PRINT
"    out!":PRINT
 1900  IF DD>0 GOTO 2020
 1910  IF MX=PX AND MY=PY THEN PRINT"F-f
ight"
 1920  IF MX=PX AND MY=PY AND ES=0 THEN
GOTO 2020
 1930  PRINT "L-left"
 1940  PRINT "R-right"
 1950  PRINT "T-turn":PRINT"  round"
 1960  IF X<>PX OR Y<>PY THEN PRINT "M-m
ove":PRINT "  forward";
 1970  IF PK>0 AND DR=0 THEN PRINT "P-pi
ck up";:PRINT "  ";OB$(PK)
 1980  IF DR>0 AND PK=0 THEN PRINT "D-dr
op":PRINT "  ";OB$(DR)
 1990  IF PK>0 AND DR>0 THEN PRINT "S-sw
ap":PRINT "  ";OB$(PK):PRINT "  and":PRI
NT "  ";OB$(DR)
 2000  IF UNWIND<>1 THEN PRINT "U-unwind
":PRINT"  thread"
 2010  IF UNWIND=1 THEN PRINT "W-wind":P
RINT"  thread"
 2020  PRINT '"B-begin"'"  again"
 2030  PRINT "Q-quit"
 2040  PRINT "N-new"'"  maze"
 2050  Z%=(TIME-TIM)/100
 2060  PRINT'"Time"';Z% DIV 60;".";Z% MO
D 60;" min"'
 2070  IF DD<>2 GOTO 2130
 2080  IF MAXT%>0 AND MAXT%<Z% GOTO 2130
 2090  MAXT%=Z%
```

```
 2100  SOUND 1,-15,117,6:SOUND 1,-15,129
,6:SOUND 1,-15,117,6:SOUND 1,-15,101,6
 2110  SOUND 1,-15,81,6:SOUND 1,-15,101,
24
 2120  PRINT "  NEW"
 2130  IF MAXT%>0 THEN PRINT "Min time":
PRINT ;MAXT% DIV 60;".";MAXT% MOD 60;" m
in"
 2140  PROCbellow
 2150  ENDPROC
 2160  DEF FNnogap(R,S,T)
 2170  IF S<1 OR S>MAX THEN =-1
 2180  IF T<1 OR T>MAX THEN =-1
 2190  IF (MAZE%(R,T) AND MASK%(S))=0 TH
EN =-1 ELSE =0
 2200  DEF FNgap(R,S,T)
 2210  IF S<1 OR S>MAX THEN =0
 2220  IF T<1 OR T>MAX THEN =0
 2230  IF (MAZE%(R,T) AND MASK%(S))=0 TH
EN =0 ELSE =-1
 2240  DEF FNstring(R,S,T)
 2250  IF S<1 OR S>MAX THEN =0
 2260  IF T<1 OR T>MAX THEN =0
 2270  IF (TH%(R,T) AND MASK%(S))=0 THEN
 =0 ELSE =-1
 2280  DEF PROCsq(R,S,T,U)
 2290  MOVE R,S:MOVE R+T,S:PLOT COL,R,S+
U
 2300  MOVE R+T,S+U:PLOT COL,R+T,S
 2310  ENDPROC
 2320  DEF PROCobjects
 2330  IF I=1 THEN PK=0
 2340  C=B/5
 2350  IF MX=X AND MY=Y THEN PROCmin:GOT
O 2500
 2360  IF DX=X AND DY=Y THEN  PROCdeadmi
n:GOTO 2500
 2370  K=1
 2380   IF K>NO GOTO 2490
 2390   IF OBJX(K)=X AND OBJY(K)=Y GOTO
2420
 2400   K=K+1
 2410   GOTO 2380
 2420  IF I=1 THEN PK=K
 2430  RESTORE(10+10*K)
 2440  READ Z$:READ Z:READ Z
 2450   READ Z1:IF Z1=99 THEN GOTO 2490
 2460   READ Z2:READ Z3
 2470   PLOT Z1,500+Z2*C,A+Z3*C
 2480   GOTO 2450
 2490  REM *
 2500  ENDPROC
 2510  DEF PROCfight
 2520  VDU 26:CLS:CLG:PRINT'
 2530  IF DR=0 THEN PRINT "You have no w
eapon and no chance!":GOTO 2790
 2540  PRINT "You have a ";OB$(DR)'
```

LABYRINTH

```
 2550  PRINT "There will be a number fro
m 1-9"
 2560  PRINT "on the Minotaur's forehead
.  If you"
 2570  PRINT "hit it quick enough, you'l
l kill"
 2580  PRINT "the monster."
 2590  PRINT:PRINT "Hit return."
 2600  Z$=GET$:CLS:VDU 19,1,0;0;:C=20
 2610  PROCmin
 2620  Z=RND(9):RANDOM$=STR$(Z)
 2630  VDU 31,15,15
 2640  PRINT RANDOM$
 2650  T=TIME+RND(200)
 2660  REPEAT:UNTIL T=TIME
 2670  PROCbellow
 2680  VDU 19,1,7;0;31,0,25
 2690  T=TIME:Z1$=GET$:T1=TIME
 2700  IF RANDOM$<>Z1$ THEN PRINT "Wrong
 key":PRINT:GOTO 2790
 2710  IF T1<T+OK(DR)*10*10/FIGHT THEN G
OTO 2830
 2720  IF T1<T+OW(DR)*10*10/FIGHT THEN G
OTO 2740
 2730  PRINT "Too slow":GOTO 2790
 2740  REM * ESCAPE
 2750    PRINT "You have wounded the beas
t and have the chance to escape"
 2760  IF DR<6 THEN PRINT "but you have
lost the ";OB$(DR):DR=0
 2770    ES=1
 2780    GOTO 2880
 2790  REM * DEAD
 2800    PRINT "Bad luck - you're dead!"
 2810    DD=1
 2820    GOTO 2880
 2830  REM * KILL
 2840    SOUND 1,-15,85,12:SOUND 1,-15,10
5,12:SOUND 1,-15,133,24
 2850    PRINT "Well done - you've killed
 the Minotaur."
 2860    PRINT "Now you've got to find yo
ur way out"
 2870    DX=MX:DY=MY:MX=0:MY=0
 2880  REM *
 2890    PRINT "Hit return"
 2900    Z=GET
 2910  ENDPROC
 2920 DEF PROCbellow
 2930  IF MX=0 THEN GOTO 2980
 2940  Z=ABS(MX-PX)+ABS(MY-PY)
 2950  IF Z>4 THEN GOTO 2980
 2960  Z=-3*(5-Z)
 2970  SOUND 1,Z,0,30
 2980  ENDPROC
 2990  DEF PROCmovemin
 3000  IF SPEED<2 OR MX=0 THEN GOTO 3070
 3010  Z=RND(SPEED)
```

```
 3020  IF Z=1 THEN GOTO 3070
 3030  IF (MY<PY) AND FNgap(1,MX,MY+1) T
HEN MY=MY+1:GOTO 3070
 3040  IF (MY>PY) AND FNgap(1,MX,MY) THE
N MY=MY-1:GOTO 3070
 3050  IF (MX<PX) AND FNgap(2,MX+1,MY) T
HEN MX=MX+1:GOTO 3070
 3060  IF (MX>PX) AND FNgap(2,MX,MY) THE
N MX=MX-1:GOTO 3070
 3070  ENDPROC
 3080 DEF PROCmin
 3090  VDU 29,500;500;
 3100  MOVE -C,-4*C:DRAW C,-4*C:DRAW C,-
2*C
 3110  MOVE C,0:PLOT 85,3*C,0
 3120  DRAW 3*C,2*C:MOVE 9*C,4*C:PLOT 85
,3*C,4*C
 3130  DRAW -3*C,4*C:MOVE -9*C,4*C:PLOT
85,-3*C,2*C
 3140  DRAW -3*C,0:MOVE -C,0:PLOT 85,-C,
-2*C
 3150  DRAW -C,-4*C
 3160  VDU 29,0;0;
 3170  ENDPROC
 3180 DEF PROCdeadmin
 3190  VDU 29,500;A+B;
 3200  MOVE C,6*C:MOVE 3*C,4*C:PLOT 85,C
,4*C
 3210  MOVE 3*C,2*C:MOVE 9*C,0:PLOT 85,3
*C,0
 3220  MOVE -3*C,0:MOVE -9*C,0:PLOT 85,-
3*C,2*C
 3230  MOVE -3*C,4*C:MOVE -C,6*C:PLOT 85
,-C,4*C
 3240  COL=85
 3250  PROCsq(-C,4*C,2*C,4*C)
 3260  PROCsq(-3*C,0,6*C,4*C)
 3270  VDU 29,0;0;
 3280  ENDPROC
 3290 DEFFNmove(a,b,c,d,e,f,g)
 3300    IF FNnogap(a,b,c) THEN PROCwall
ELSE PROCdoor
 3310    IF FNstring(a,b,c) THEN PROCline
(500,A+B/2,A,A+B/2)
 3320    IF FNnogap(a,d,e) THEN PROCwall
ELSE PROCdoor
 3330    IF FNstring(a,d,e) THEN PROCline
(500,A+B/2,1000-A,A+B/2)
 3340    IF FNnogap(3-a,f,g) THEN PROCdea
dend:MV=0:=0
 3350    IF FNstring(3-a,f,g) THEN PROCli
ne(500,A+B/2,500,A+2.25*B)
 3360    MV=1:=1
 3370 REM * ERROR REPORT & TIDY UP
 3380    MODE7:PRINTTAB(0,10)::REPORT
 3390    PRINT:" at Line ";ERL
 3400    END
```

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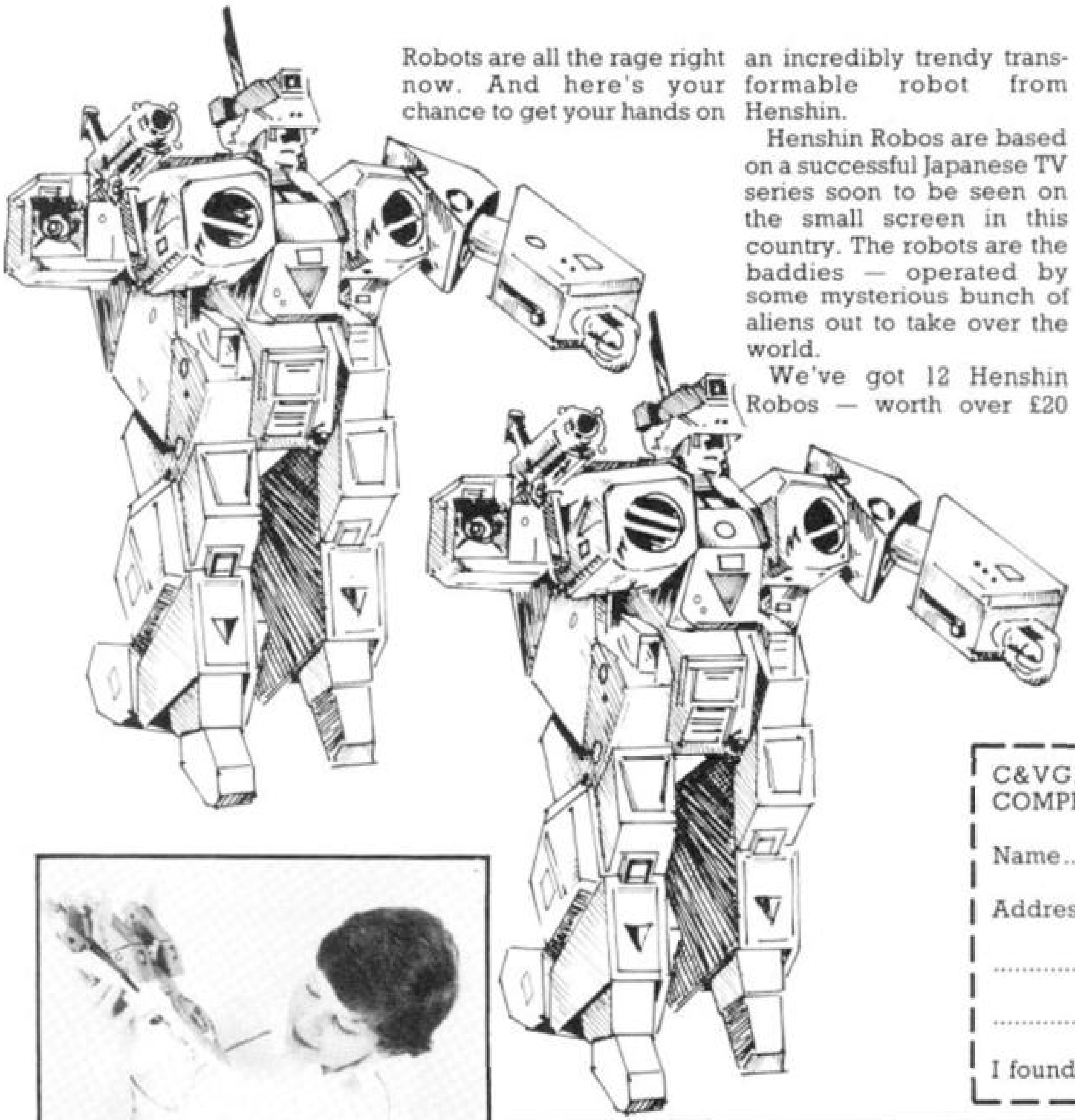

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Henshin Robos are based on a successful Japanese TV series soon to be seen on the small screen in this country. The robots are the baddies — operated by some mysterious bunch of aliens out to take over the world.

We've got 12 Henshin Robos — worth over £20 each — to give away, thanks to our friends at CGL. They are big colourful creations, just the thing to impress you mates with.

And all you have to do is spot the differences between our two Henshin Robo illustrations below, tell us how many you can find, fill in the coupon and rush it to *Computer & Video Games*, Robo Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Closing date for entries is August 16th and regular C&VG competition rules apply. Get your entry in NOW!

ROBOTS
COMPETITION

C&VG/CGL HENSHIN ROBO COMPETITION

Name..

Address..

....

....

I found..................differences.

BREAK FEVER

Seems we set you break dancers a problem when we announced our *Break Fever* competition — if we were to try out some of the moves you made up I would be sitting here typing this with one foot and an elbow.

But, Niall Maguire came to the rescue and managed to undo the tangle to come up with the winning entry. The 25 runners up each win a copy of the game:– **M Crowder**, Herts; **Paul Turnbull**, Washington; **Daniel Jeffreys**, London; **Paul Lucas**, Potters Bar; **Simon Wolton**, Herts; **A Farrar**, Luton; **Martin Roper**, Wigan; **Graham Daly**, Peterborough; **Nick Birch**, Berks; **Daniel Kardani**, Harrow; **Pierluigi Cerutti**, London; **Allen Tiplady**, Cheshire; **Adam Morgan**, Wolverhampton; **Russel Sansbury**, Kirkby; **Harald Vonkman**, The Netherlands, **Ian Sen**, Derby; **Lee Slesser**, Tyne & Wear; **Robert T Ellison**, Merseyside; **Neil Saunders**, Essex; **Peter Creed**, Dorset; **Sikhander Hussain**, Bradford; **R Chesters**, S Yorks; **Mike Davies**, Dyfed; **S G Mitchell**, Basingstoke; **Andrew Pickford**, Staff.

CAULDRON

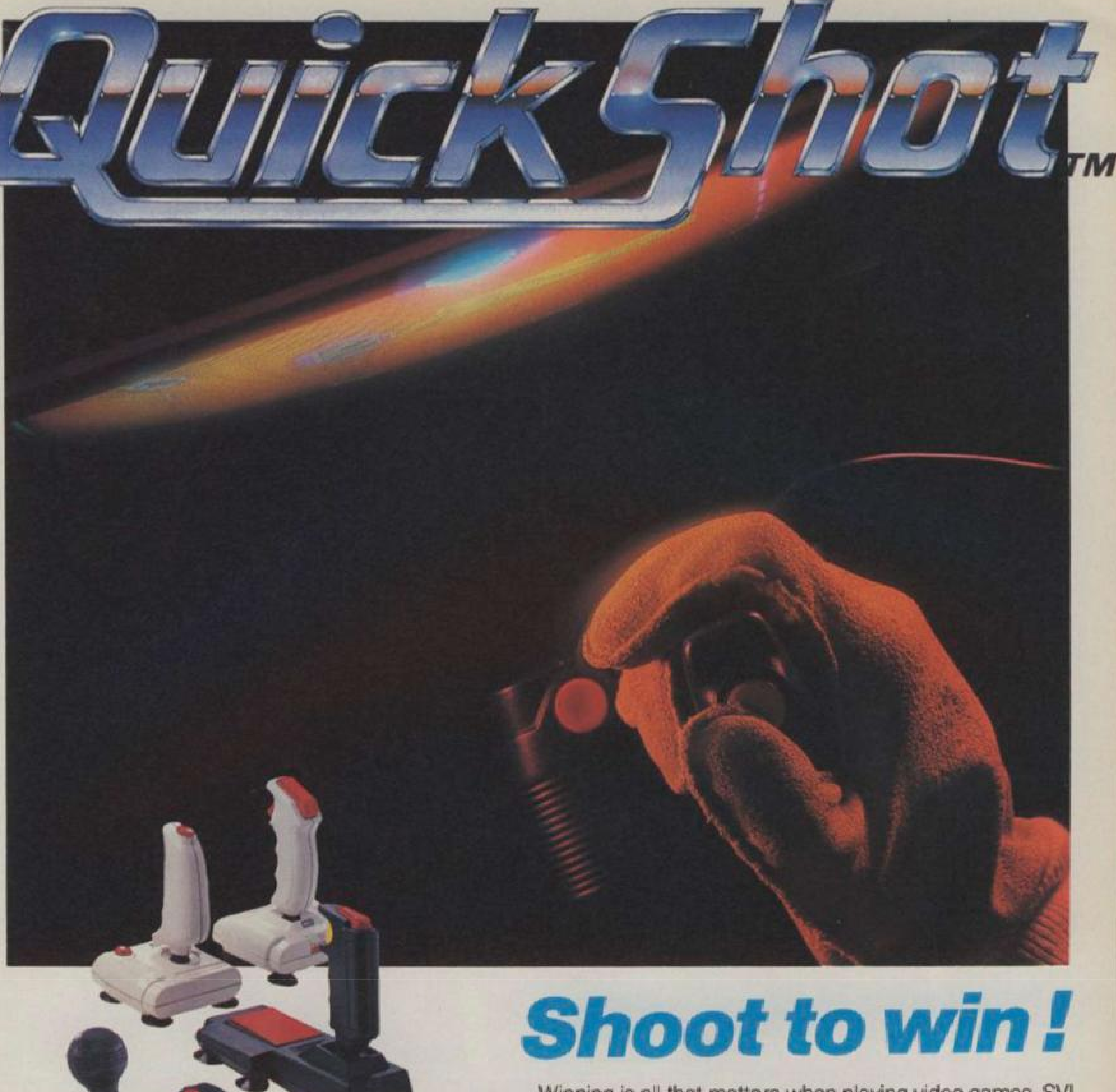
There was only one prize in the *Cauldron* competition and that was going to the first person to complete the game and draw a map. The first one to reach the offices was from Stuart Cook and F Munroe, from Aberdeen, who will be receiving the Golden Broomstick from Palace Software. Only one problem boys — how can you both use it at the same time?

DALEY THOMPSON COMPETITION

50 winners each receive a copy of *Daley Thompson's Decathlon* for the Amstrad. **David Thompson**, South Yorkshire; **Peter O'Leary**, Co Cork; **Kenneth Huthison**, Strathclyde; **Mark Ratcliff**, Canterbury; **Bradley Clutton**, Ilford; **Jonathon Graham**, Bucks; **Peter Jess**, Co Down; **Philip Routledge**, Sunderland; **Lars Christensen**, Denmark; **Mr S D Truscott**, Pontypool; **Simon Cole**, Devon; **Kenneth Macaskill**, Alloa; **Jason Hunter**, Pontefract; **Chris Whitney** Gloucester, Mark Potter, Sutton in Ashfield; **Alex Whitford**, Hants; **Trevor Fowell**, Stubbington; **Abdul Shahid**, Enfield; **Iain McGilvray**, Inverness; **Philip Orion**, Alvechurch; **Adam Faiers**, Leighton Buzzard; **M Trask**, Dyfed; **Mr N Crowhurst**, Surrey; **A J Carroll**, Ashton-u-Lynne; **A H Vaughan**, Kent; **M F Besseling**, Holland; **Philip Jones**, N Devon; **Jon Williams**, Birkenhead; **Peter Evans**, Cardiff; **Lee Hodgson**, Glos; **Garry McNamee**, London; **S J Galloway**, Lincs; **Theo Martianos**, London; **Mrs M Barnes**, London; **Charlotte Gill**, Bucks; **Helal Ahmed**, Middlesex; **Mr V Lad**, Notts; **Inderitt Singh**, Herts; **John Sanderson**, Lancs; **Che Wall**, Kent; **Mark Lucas**, Birmingham; **A Morrison**, N Yorkshire; **Mr A Higson**, Kent; **S Lahdelma**, Blackburn; **Stephen Wilson**, Loughborough; **Lee Mathews**, Berks; **Cherry Nial**, Essex; **Darren Russell**, Notts; **Les Isbister**, Beds; **P Lucas**, W Midlands.

THE HOBBIT

59 copies of Melbourne House's *The Hobbit* were up for grabs in the competition we held in our May issue. Here are the winners:– **Chris Little**, Lancaster; **Andrew Burlow**, Gloucester; **Mette Bratlann**, Denmark; **T Coxon**, W Sussex; **Ian Smith**, Liverpool; **M J Hart**, Birmingham; **Mark Downer**, Oxon; **Jon Sendel**, Sheffield; **Stephen Brook**, Preston; **Steve Marshall**, Cheshire; **Richard Obadiah**, London; **Michael Flynn**, Co Dublin; **Jorgen Kirksaether**, Norway; **Stephen Minnikin**, Tyne & Wear; **Michael Look**, Sussex; **Nathan Tose**, Sheffield; **Matthew Lewis**, Merseyside; **Sean Poll**, Norfolk; **Simon Niven**, Bilbrook; **S Cooper**, Avon; **Henderson Neill**, Luxembourg; **Simon Rowe**, Gwyneed; **Brian McGee**, Wigan; **Jason Siddall**, Lancs; **S Kenyon**, Cleveland; **G S Ranautta**, Warks; **Simon Freemantle**, Southampton; **R Moulton**, N Devon; **Graeme Dolderson**, Sheffield; **B Darbyshire**, Cheshire; **Neil M Addis**, Edinburgh; **Simon Hutchings**, Devon; **Neil Woodley**, South Queensferry; **R S Wood**, Kent; **Alex Sabeti**, Geneva; **A Nicola**, London; **Mrs D Ward**, W Yorks; **Martin Fuller**, Suffolk; **David McIlroy**, Fife; **K Clennel-White**, Devon; **Hugh T Walker**, Guildford; **R Fletcher**, Derbyshire; **Richard Biggs**, Lancs; **Robert Young**, Birmingham; **S J Galloway**, Lincs; **Mark Gambold**, Gwent; **Conn MacEvilly**, Dublin; **Andrew Brittain**, London; **Russell Bowden**, Oxford; **Jed Lawler**, London.



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DON'T BUY THIS!

COMPETITION

At last! *Computer & Video Games* presents a competition nobody will want to win.

The prizes are copies of *Don't Buy This*, published by Firebird Software, which contains five of the most uninspired games ever to disgrace the 48k Spectrum.

These games were not released, they escaped. You have been warned! They are so bad, we think they are good.

Don't Buy This is released as part of Firebird's Silver range of budget games, although Firebird's James Leavey says it should be in the "lead" range.

He says: "They are a good joke. You've got to have a sense of humour. People take things so seriously. *Why* can't we send *ourselves* up?"

He adds: "We have no plans to convert the games for other machines — Commodore and the BBC users should be very grateful."

We've got 30 copies of *Don't Buy This* to give away, thanks to Firebird. So how can you win? All you have to do is send your nominations for the worst five games currently on the market.

If we agree, a copy of *Don't Buy This* could be yours. You never know, it could lead to a follow-up compilation — Don't Buy This Again!

C&VG/FIREBIRD DON'T BUY THIS COMPETITION
(Please attach this coupon to your entry)

Name...

Address...

....

....

My nominations for the five worst games are:

1

2

3

4

5

The closing date is August 16 and the editor's decision is final.

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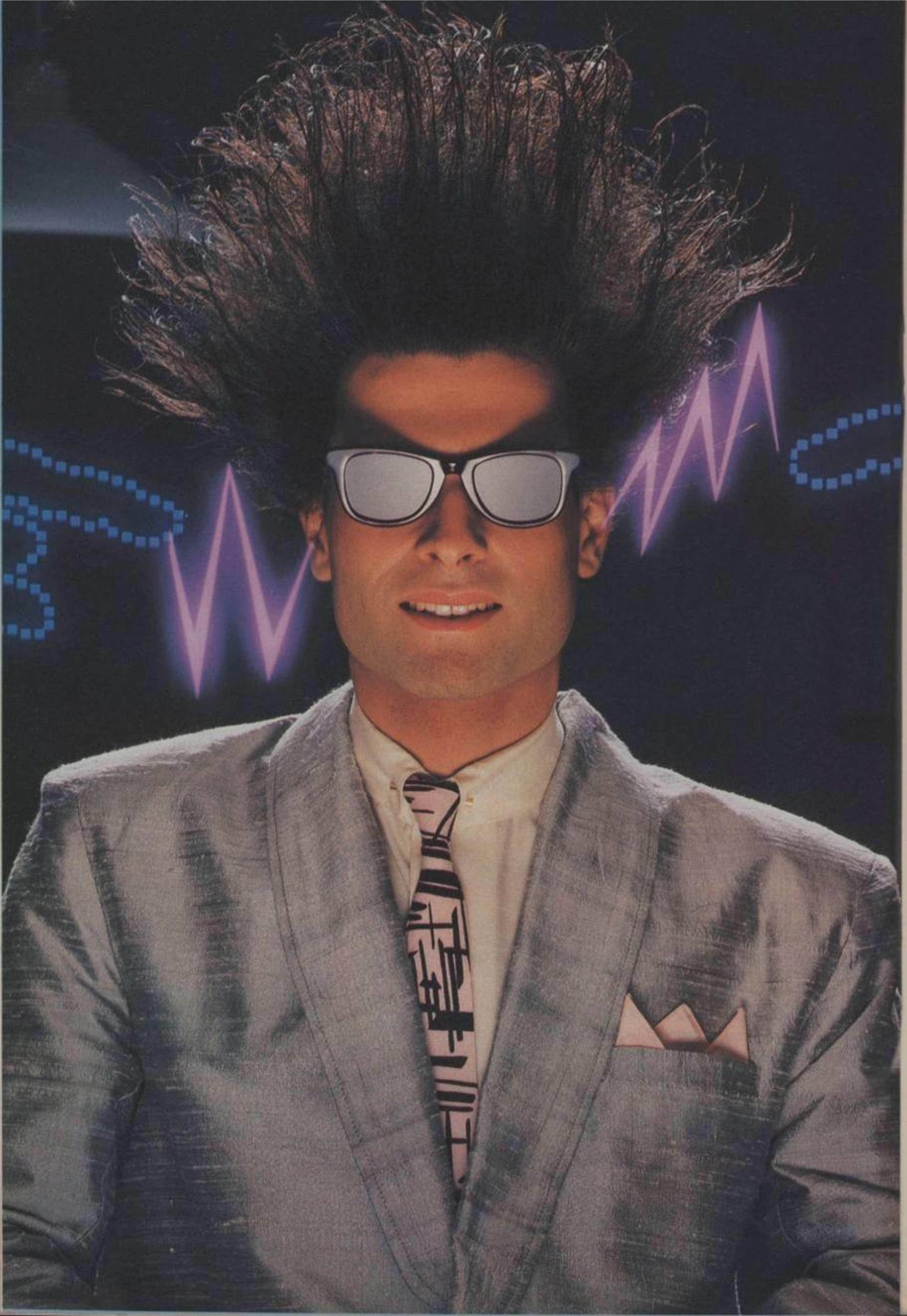

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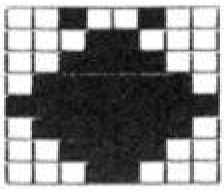
If more apples are caught than dropped, you move up to the next level. But, as the apples then have less distance to fall, you will need quicker reflexes.

Programmer Max Mills includes one tip. Although the apples fall randomly, towards the end of each level they are more likely to fall from the left.

The Farmer's Boy can be controlled with a Kempston joystick or the q and w keys.

You'll see right a table of all the user-defined graphic characters used in the program. Instead of confusing the listing by leaving them in, we've changed them to underlined upper-case letters. So, for instance, if you see '*A*' in the listing, go into graphics mode (CAPS SHIFT+9) then press the 'A' key (you'll see a graphic character), then press CAPS SHIFT+9 again to return to normal text.

Lines 5 and 7 use symbol graphics (the ones on the number keys). When in graphics mode, type the underlined number. If the digit is preceded by sh, then hold down a "shift" key while pressing the number, to give the reversed graphic.

A


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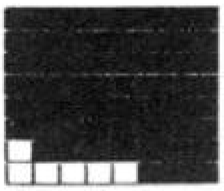

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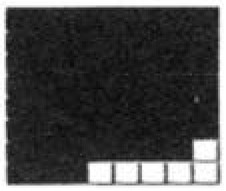

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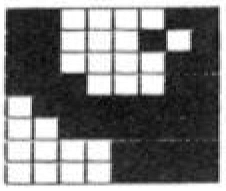

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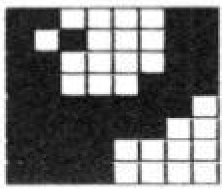

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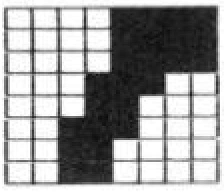

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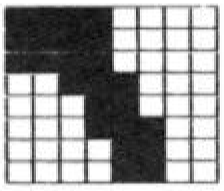
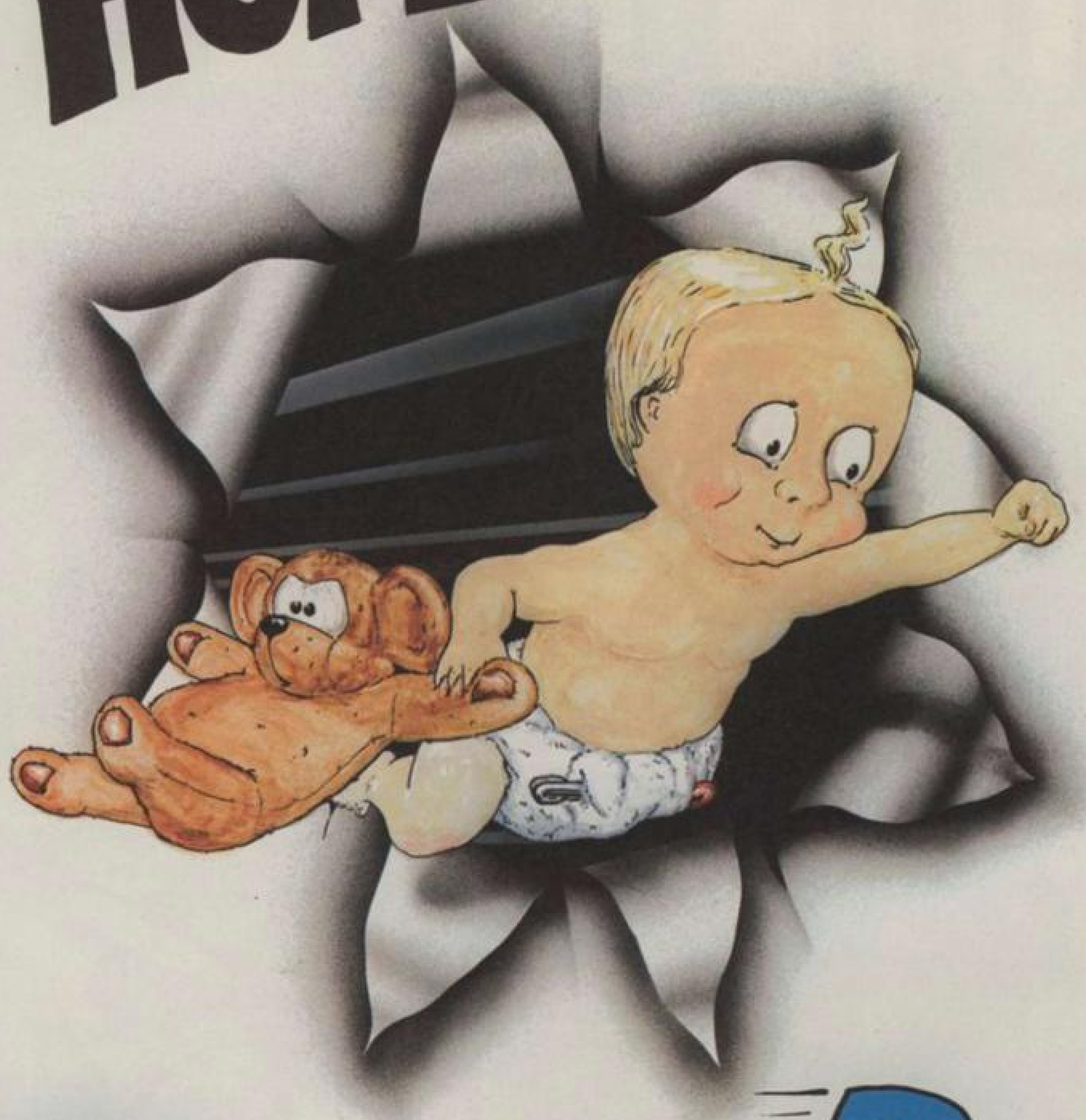


Illustration: Terry Rogers

```
   2 BORDER 0: PAPER 0: INK 4: C
LS
   5 PRINT AT 4,7;"sh8sh8sh8 sh8
sh8sh8 sh8sh8sh8 sh8   sh8sh8sh8
                sh8 sh8 sh8 sh8 sh8
 sh8 sh8   sh8                 sh8
sh8sh8 sh8sh8sh8 sh8sh8sh8 sh8
 sh8sh8                sh8 sh8 sh8
   sh8   sh8   sh8
 sh8 sh8 sh8   sh8   sh8sh8sh8 s
h8sh8sh8"
   7 PRINT AT 10,7;"sh8sh8sh8 sh
8sh8sh8 sh8sh8sh85sh8sh8sh5sh8 s
h8               sh8 sh8 sh8 sh8
sh8 sh8  5 sh8 sh8
sh8   sh8sh8sh8 sh8sh8sh8  sh5 s
h8sh8sh8                sh8 sh8 sh
8 5sh5sh8 sh8 5    sh8
    sh8sh8sh8 sh8 5sh5sh8 sh8 sh
8sh8sh8 5sh5 "
  10: BEEP .2,7: BEEP .2,4: BEEP
 .4,0: BEEP .4,0: BEEP .2,0: BEE
P .2,2: BEEP .2,4: BEEP .2,5: BE
EP .4,7: BEEP .4,7: BEEP .4,7: B
EEP .4,4: BEEP .6,9: BEEP .2,7:
BEEP .6,9: BEEP .2,7: BEEP .6,9:
```

```
BEEP .2,7: BEEP .2,9: BEEP .2,1
1: BEEP .2,12: BEEP .2,14: BEEP
1,16
  20 BEEP .2,12: BEEP .2,7: BEEP
 1,12: BEEP .2,7: BEEP .2,4: BEE
P 1,7: BEEP .2,2: BEEP .2,4: BEE
P .2,0
  50 RESTORE 60: FOR f=USR "a" T
O USR "g"+7: READ g: POKE f,g: N
EXT f
  60 DATA 36,24,60,126,255,126,6
0,24,255,255,255,255,255,255,127
,7,255,255,255,255,255,255,254,2
24,195,BIN 11000101,195,BIN 1110
0011,127,63,15,15,195,163,195,19
9,254,252,240,240,15,15,15,28,24
,56,48,48,240,240,240,56,24,28,1
2,12
 100 REM intro
 110 LET po=3: LET str=1
 120 INK 7: PAPER 0: BORDER 0: C
LS
 130 IF str=1 THEN  LET z$="
     APPLE CRAZY             "
 140 IF str=2 THEN  LET po=4: LE
T z$="               by
    "
 150 IF str=3 THEN  LET po=5: LE
T z$="             Max Mills
    "
 160 IF str=4 THEN  LET po=8: LE
T z$=" Catch the apples as they
fall "
 170 IF str=5 THEN  LET po=9: LE
T z$=" Use q and w to move your
man   "
 180 IF str=6 THEN  LET po=10: L
ET z$=" Press k for Kempston joy
stick "
 190 IF str=7 THEN  LET po=11: L
ET z$=" Press s for keyboard...
    "
 200 FOR f=1 TO 30: BEEP .001,f:
 PRINT AT po,30-f;z$( TO f): NEX
T f
 210 LET str=str+1: IF str=8 THE
N  LET k=0: GO TO 230
 220 GO TO 130
 255 IF INKEY$="k" THEN  LET k=1
: GO TO 270
 257 IF INKEY$="s" THEN  LET k=0
: GO TO 270
 260 GO TO 255
 270 REM setup
 275 CLS
 280  LET ca=0: LET dr=0: LET li
ne=7
 290 PRINT AT 0,2;"APPLES CAUGHT
  ";ca;"  MISSED  ";dr
 300 PLOT 0,165: INK 6: DRAW 255
,0: PLOT 0,166: DRAW 255,0
 310 PRINT AT 2,0; OVER 1; INK 2
```

Herbert's



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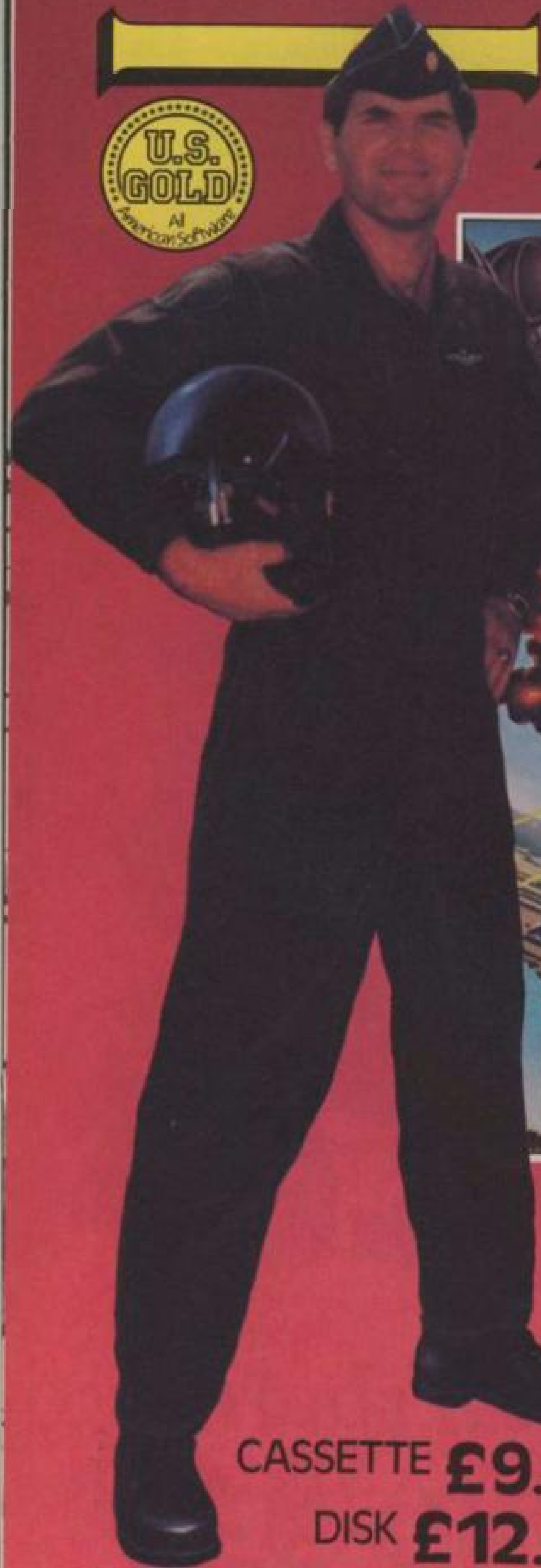

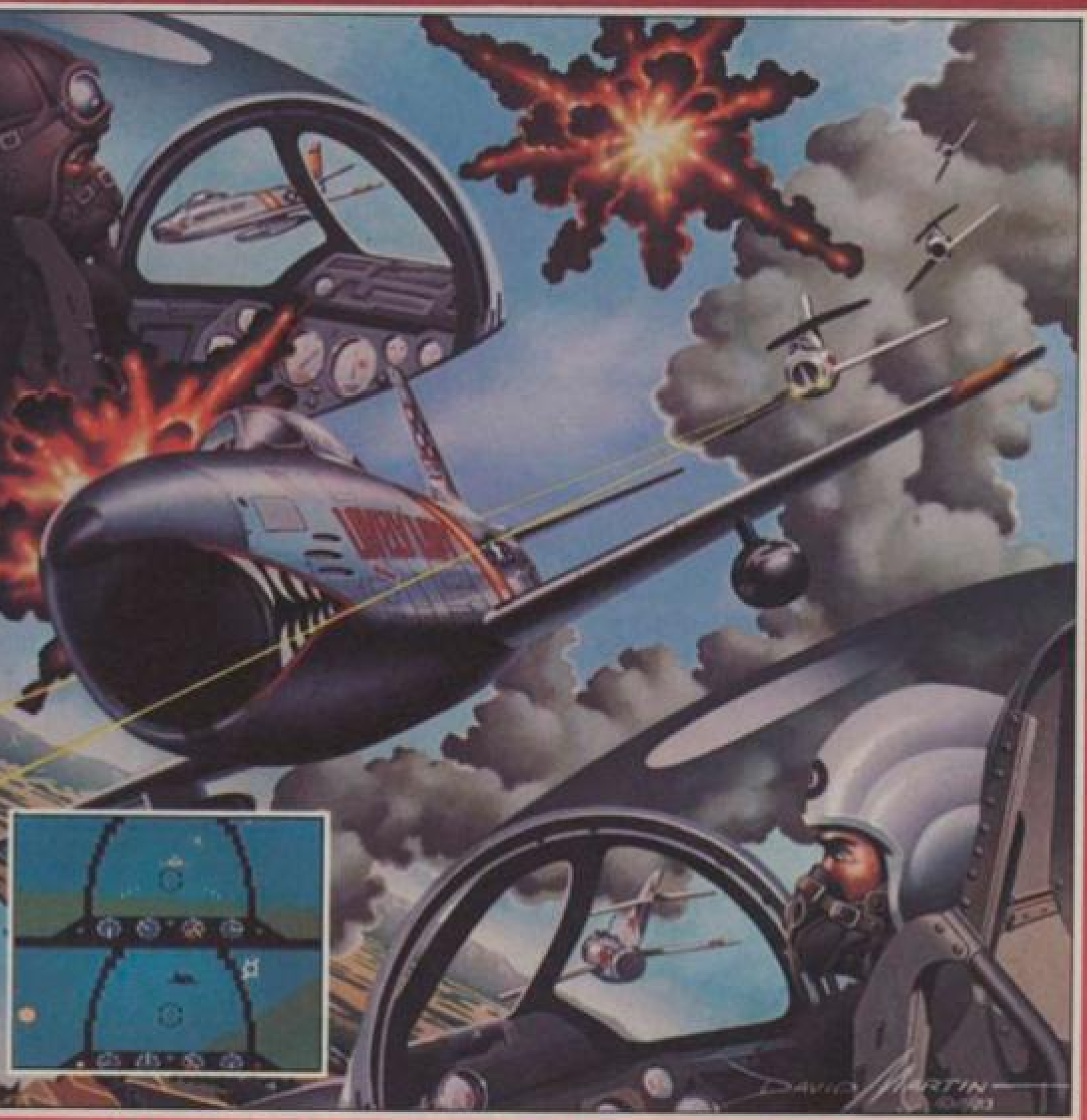
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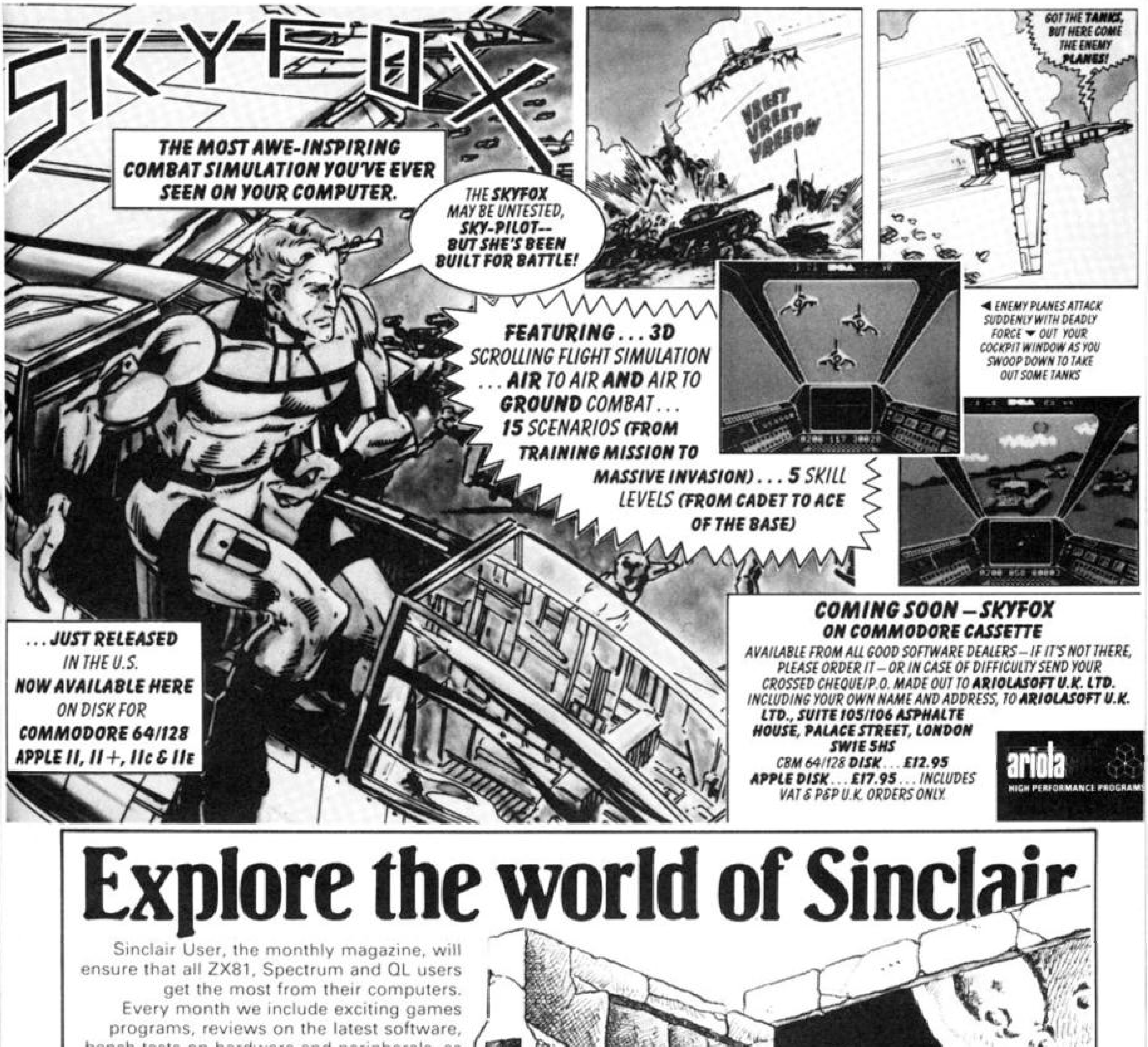
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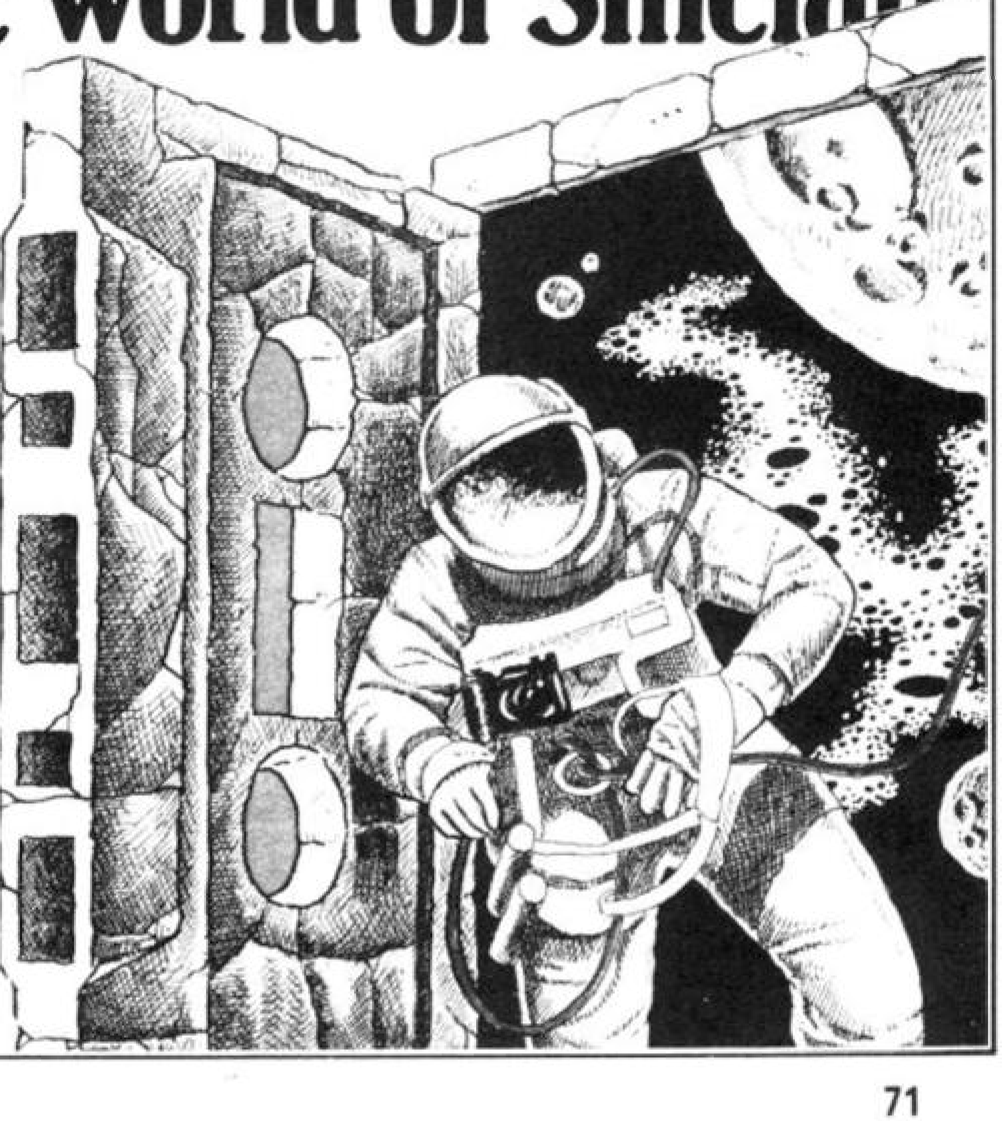

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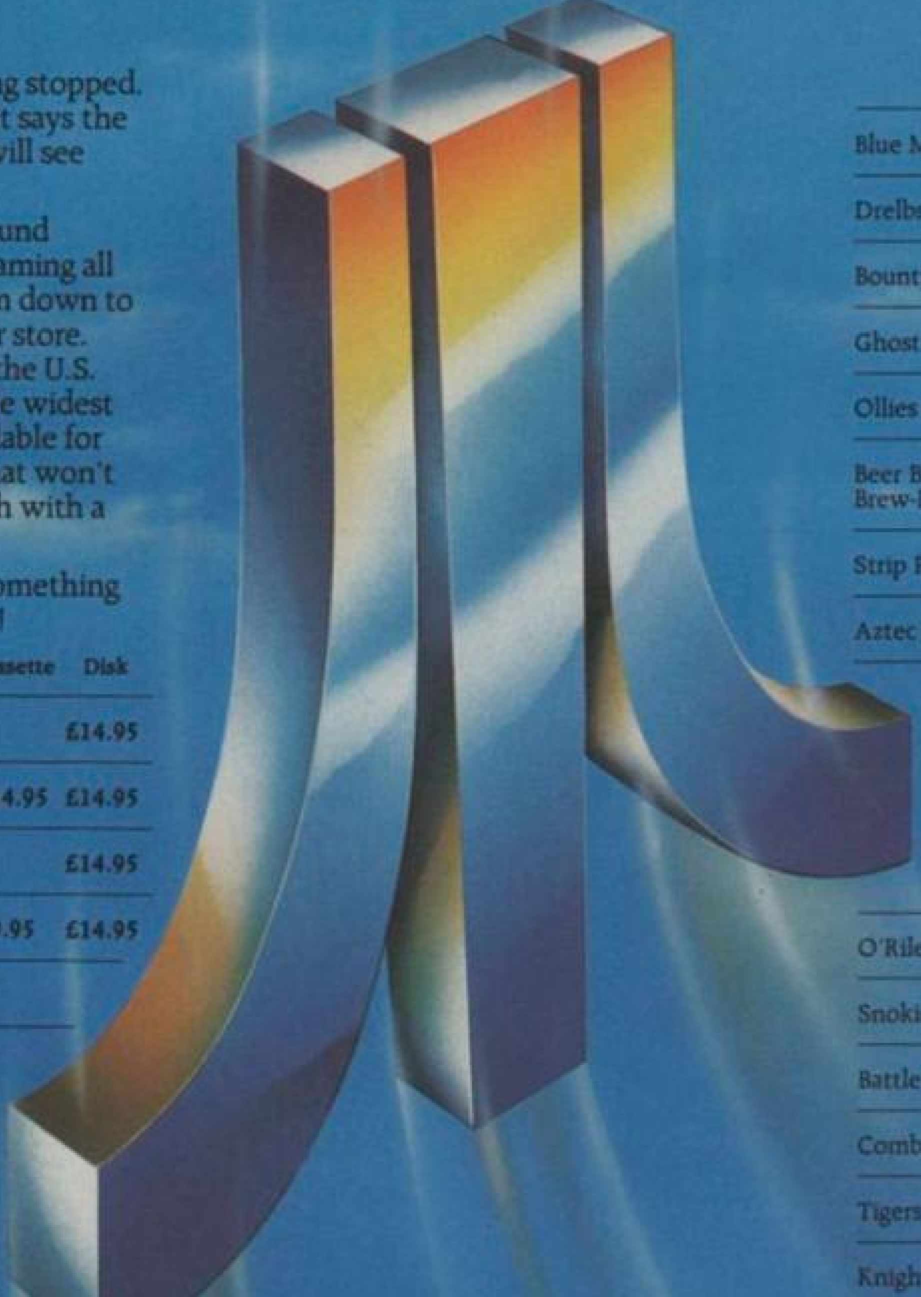

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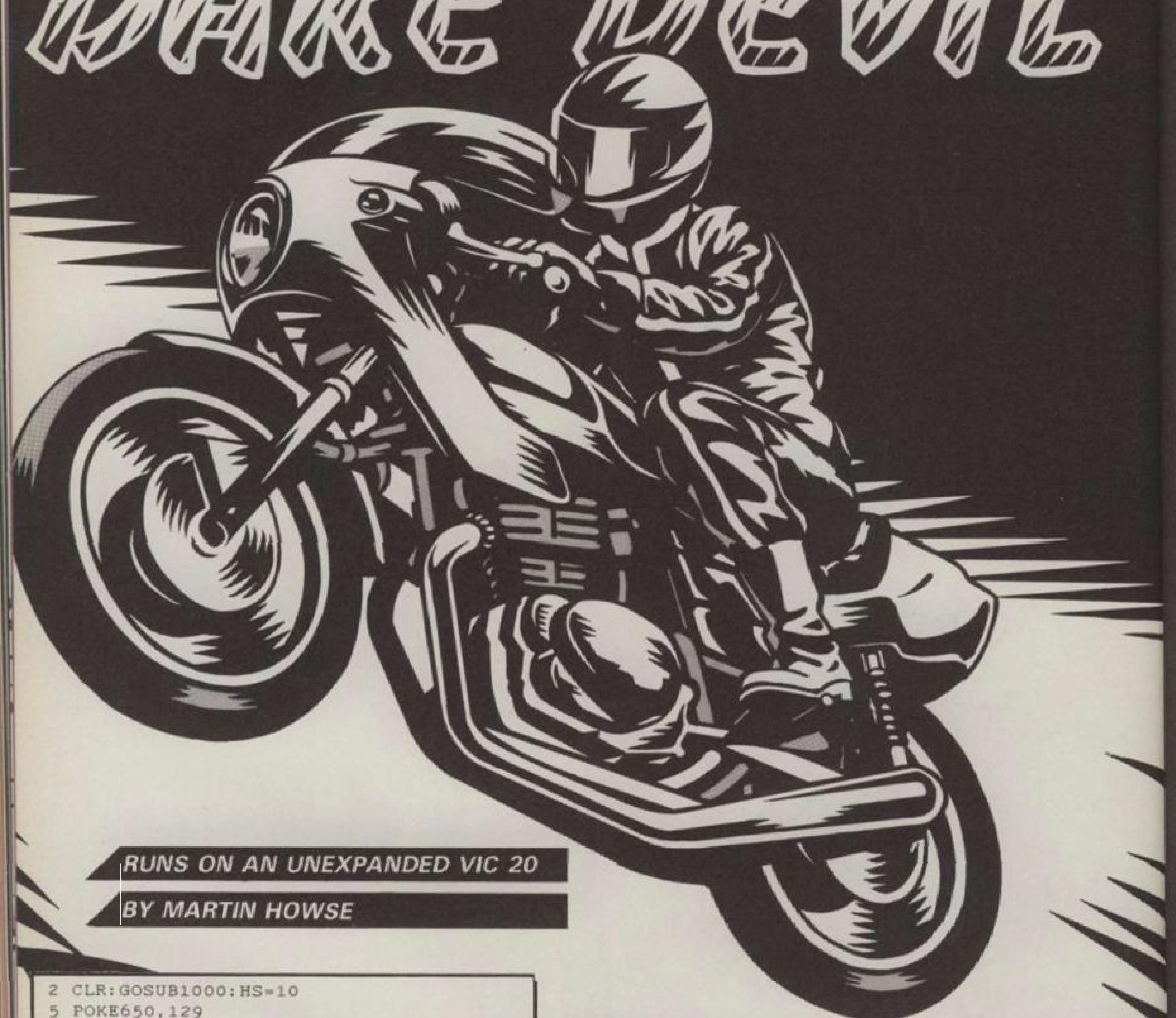
```
:" <><><><><><><><><><><><><><><><
> "
 320 PRINT AT 2,0; OVER 1; INK 2
:" +++++++++++++++++++++++++++++
+ "
 330 PRINT AT 3,1; INK 4;"AAAAAA
AAAAAAAAAAAAAAAAAAAAAAAA"
 340 PLOT 0,line: DRAW 255,0: PL
OT 0,line-1: DRAW 255,0
 350 PRINT AT 20,14: INK 5;" FG
";AT 19,14: INK 5;" DE ";AT 18,1
4: INK 2;" BC "
 400 LET xpo=14: LET ypo=20: LET
 yap=3: LET spo=17: LET spo2=28
 405 LET qw=30
 410 LET do=0
 420 LET xap=INT (RND*30)+1: LET
 yap=3
 450 PRINT AT ypo,xpo; INK 5;" F
G ";AT ypo-1,xpo; INK 5;" DE ";A
T ypo-2,xpo; INK 3;" BC "
 460 IF k=1 THEN  GO TO 600
 470 IF INKEY$="q" THEN  LET xpo
=xpo-1
 480 IF INKEY$="w" THEN  LET xpo
=xpo+1
```

```
 490 IF xpo=-1 THEN  LET xpo=0
 500 IF xpo=29 THEN  LET xpo=28
 505 IF SCREEN$ (yap,xap)<>"x" T
HEN  LET do=1: GO TO 540
 510 LET xap=xap+1
 515 IF xap=31 THEN  LET xap=1
 520 GO TO 505
 540 BEEP .002,yap: LET yap=yap+
1: PRINT AT yap-1,xap; INK 0; PA
PER 0;"x";AT yap,xap; INK 4;"A"
 550 IF yap>=ypo-3 THEN  GO TO 7
00
 580 GO TO 450
 600 IF IN 31=2 THEN  LET xpo=xp
o-1
 610 IF IN 31=1 THEN  LET xpo=xp
o+1
 630 GO TO 490
 700 IF xap>xpo+2 THEN  LET dr=d
r+1: LET qw=qw-1: PRINT AT yap,x
ap; INK 0;"x": LET yap=3: PRINT
AT 0,spo2;dr: GO TO 730
 710 IF xap<xpo+1 THEN  LET dr=d
r+1: PRINT AT 0,spo2;dr: PRINT A
T yap,xap; INK 0;"x": LET qw=qw-
1: GO TO 730
 720 PRINT AT yap,xap; INK 0;"x"
: LET ca=ca+1: PRINT AT 0,spo;ca
: LET qw=qw-1: LET yap=3: GO TO
730
 730 IF qw=0 THEN  GO TO 900
 740 GO TO 420
 900 IF dr>ca THEN  GO TO 930: P
RINT AT 10,12; INK 6;"PROMOTION!
"
 905 PRINT AT ypo,xpo;"    ";AT
ypo-1,xpo;"    ";AT ypo-2,xpo;"
   "
 910 LET ca=0: LET dr=0: LET xpo
=14: LET ypo=ypo-1
 915 LET line=line+8: PLOT 0,lin
e: DRAW 255,0: PLOT 0,line-1: DR
AW 255,0
 917 PRINT AT 10,12; INK 6;"PROM
OTION!": BEEP .5,-5: BEEP .5,-3:
 BEEP .5,-1: BEEP .5,1
 920 FOR f=1 TO 250: NEXT f: PRI
NT AT 10,11;"           "
 921 PRINT AT 3,1; INK 4;"AAAAAA
AAAAAAAAAAAAAAAAAAAAAAAA";AT 0,1
7;ca;" ";AT 0,28;dr;" "
 925 GO TO 405
 930 PRINT AT 10,12;" THE END!":
 BEEP 1,5: BORDER 6: BEEP 1,4: B
ORDER 4: BEEP 1.5,3: BORDER 0
 935 PRINT AT 12,7;"ANOTHER GAME
 (y/n)"
1020 IF INKEY$="y" THEN  GO TO 1
00
1030 IF INKEY$="n" THEN  RANDOMI
ZE USR 0
1040 GO TO 1020
```

DARE DEVIL



RUNS ON AN UNEXPANDED VIC 20

BY MARTIN HOWSE

Test your nerve on a motorcycle stunt game. How many cars can you leap over?

The number starts off at one but as you progress more cars appear. One tip — try and land as near to the ramp as possible to get a good score.

There are two controls — one to accelerate and the other to decelerate. But that doesn't mean it will be easy.

```
2 CLR:GOSUB1000:HS=10
5 POKE650.129
6 POKE36879.218
10 DATA12,2,1.63.66.255.165,66.0.126,66.
66.255.195.255.102.128.64,32.48.40.36.34
.33
15 DATA1.2.4,12.20.36.68.132.255.0.0.0.0
.0.0.0.0.6.2.31.35.63.85.230
17 DATA 6,1.63.66,127.229.162.64.255.255
.255.255.255.255.255.255
20 FORF=7168TO7231:READA:POKEF.A:NEXT
25 FORF=7424TO7432:POKEF.PEEK(25600+F):N
EXT:BU=-1
30 PRINT"[CLEAR]":POKE36869.255:PS=7790:
P=PS:S=60:N=0:BU=BU+1:POKE36878,7:NS=145
40 FORF=7812TO7833:POKEF.4:POKE30720+F.2
:NEXT
50 FORF=7922TO7943:POKEF.4:POKE30720+F.4
:NEXT
60 FORF=8076TO8097:POKEF.4:POKE30720+F.6
:NEXT
61 A=0
62 ZX=0
```

```
65 IFBU>8THENA=A+1
70 FORB=8060-ATO8060-A+BU:POKEB,1:POKE30
720+B,2:NEXT
80 POKE8059-A,3:POKE8061-A+BU,2:POKE3877
9-A,0:POKE38781-A+BU,0
85 IFPS>=8053-ATHENPOKEPS,6:POKE30720+PS
,6:GOTO100
90 POKEPS,0:POKE30720+PS,6
95 IFZX=0THENPRINT"[HOME][RED][RVSON][DO
WN][DOWN]   GO !!":FORL=1TO4:FORM=220-LT
O160-LSTEP-4:POKE36876,M:NEXTM
96 IFZX=0THENFORM=160-LTO220-LSTEP4:POKE
36876,M:NEXTM,L:POKE36876,0:PRINT"[HOME]
[DOWN][DOWN][DOWN]           "
97 ZX=1
100 GETA$:PRINT"[HOME][RVSON][BLUE] SCOR
E=";SC;"[RED]HIGH=";HS:PRINT
105 PRINT"[PURPLE][RVSON] SPEED:";:FORF=
0TOINT((650-(S+350))*0.0153846):PRINT"[R
VSOFF][BLACK]G";:NEXTF
106 FORF=INT((650-(S+350))*0.0153846)TO1
0:PRINT"[RVSON] ";:NEXTF:PRINT""
110 IFA$="[F1]"THENS=S+5:NS=NS-2
116 IFA$="[F3]"THENS=S-9:NS=NS+2:IFRND(1
)>.6THENPOKEPS,6
117 IFNS<128THENNS=128
120 FORF=1TOS+70:NEXT:POKEPS,32:POKE3687
4,NS
140 PS=PS+1:IFPS=P+21THENN=N+1:GOSUB500
150 IFPS=8058-ATHENGOSUB600
160 GOTO85
500 IFN=1THENPS=7900:P=PS
510 IFN=2THENPS=8054:P=PS
520 RETURN
600 JS=INT((200-S)/50)
610 POKEPS,32
620 JY=17:JX=4:Y=0
630 FORX=JXTOJX+(2*JS)-2
635 IFPEEK(7680+(JY+Y)*22+X)=1THEN700
640 POKE7680+(JY+Y)*22+X,0:POKE38400+(JY
+Y)*22+X,6
642 FORF=1TOS+100:NEXT
645 POKE7680+(JY+Y)*22+X,32
650 Y=Y-1:IFY=-JSTHENN=1
655 IFN=1THENY=Y+2
660 NEXTX:POKE36874,0
670 IF7680+JY*22+X=8062+BUTHEN700
675 IF7680+JY*22+X=8061+BUTHENSC=SC+5*(B
U+1):GOTO800
680 IF7680+JY*22+X=8063+BUTHENSC=SC+3*(B
U+1):GOTO800
690 IF7680+JY*22+X=8064+BUTHENSC=SC+(BU+
1):GOTO800
700 POKE7680+(JY+Y)*22+X,5:POKE38400+(JY
+Y)*22+X,6
710 POKE36877,200:FORL=15TO0STEP-1:POKE3
6878,L:FORM=1TO150:NEXTM,L:POKE36877,0
720 PRINT"[HOME][RED][RVSON][DOWN][DOWN]
[DOWN][DOWN][DOWN][DOWN][DOWN][DOWN][DOW
N][DOWN]        BOOO !!!":FORF=1TO300:NEX
T
730 PRINT"[HOME][DOWN][DOWN][DOWN][DOWN]
[RED][RVSON]ANOTHER GO?[RVSOFF]":POKE198
,0
740 GETA$:IFA$=""THEN740
750 IFA$="N"THENPOKE36869,240:POKE36879,
27:PRINT"[CLEAR][BLUE]":END
760 RUN
800 PS=7680+JY*22+X
810 FORF=PS TO PS+4
820 POKEF,0:POKE30720+F,6
830 FORG=1TOS+80:NEXT:S=S+40
840 POKEF,32
850 NEXTF
860 POKEF-1,0:PRINT"[HOME][DOWN][DOWN][D
OWN][DOWN][DOWN][DOWN][DOWN][DOWN][DOWN]
[RVSON]      HOORAY":POKE36878,15:RESTORE
:
861 FORF=1TO64:READZ:NEXT
862 READA,B:IFA=-1THEN870
863 POKE36876,A:POKE36875,A:POKE36874,A
864 FORF=1TOB:NEXT
865 GOTO862
870 POKE36876,0:POKE36875,0:POKE36874,0:
FORF=1TO400:NEXT:POKE36879,216+INT(RND(T
I)*8)
877 IFSC>HSTHENHS=SC
880 GOTO30
900 DATA215,250,225,700,231,130,225,130,
231,130,235,500,-1,-1
1000 POKE36869,240:PRINT"[CLEAR][RED]
  DARE DEVIL"
1010 PRINT"[YELLOW]      [s E][s E][s E][
s E][s E][s E][s E][s E][s E][s E]"
1020 PRINT"[DOWN][BLACK]  IN THIS  GAME
YOU  ARE CONTROLING A      MOTORCYCLE.[
PURPLE]YOU MUST"
1030 PRINT"JUMP OVER AS MANY ROWSOF CARS
 AS YOU CAN. [GREEN]  THE GAME STARTS WI
TH"
1040 PRINT"ONE CAR BUT AS YOU GETBETTER
MORE CARS      APPEAR.[BLUE]YOU MUST TRY
"
1050 PRINT"AND LAND AS NEAR TO   THE LAN
DING RAMP AS   POSSIBLE TO GET A "
1060 PRINT"GOOD SCORE.[BLACK]IF YOU
DRASTICALLY OVERSHOOT THE RAMP THEN YOU
 "
1070 PRINT"BECOME A HOLE IN THE  GROUND.
"
1080 PRINT"[DOWN][RVSON][RED]ANY KEY TO
CONTINUE";:POKE198,0:WAIT198,1
1090 PRINT"[CLEAR][DOWN][DOWN][DOWN][DOW
N][DOWN][RED]  CONTROLS"
1100 PRINT"[DOWN][DOWN][DOWN][PURPLE]
 [RVSON]F3[RVSOFF] : ACCELERATE"
1110 PRINT"[DOWN][DOWN][DOWN][GREEN]
[RVSON]F1[RVSOFF] : DEC ELERATE"
1120 PRINT"[DOWN][DOWN][DOWN][DOWN][DOWN
][DOWN][DOWN][RVSON][BLUE]   ANY KEY TO
START  ":POKE198,0:WAIT198,1
1130 RETURN
```

```
10 CLR:RESTORE:POKEV+21,0:K=1:POKE53281,
6:POKE53280,6
12 PRINT"[CLEAR][BLACK]  [s O][c Y][s M]
 [s N][c Y][s M] [s O][c Y][s M] [s N][c
 Y][s M] [s N][c Y][c Y] [c H] [c N] [c
H] [c N] [c Y][s O][c Y] [s O][c Y][c Y]
"
15 PRINT"  [c H] [c N] [c H] [c N] [c H]
 [c N] [c H] [c N] [c H]   [c H] [c N] [
c H] [c N]  [c H]  [c H]"
20 PRINT"  [s L][c P][s N] [s L][c P][s
@] [s L][c P][s N] [s L][c P][s @] [c H]
   [s L][c P][s @] [c H] [c N]  [c H]  [
s L][c P][c P]"
```

```
30 PRINT"  [c H]   [c H] [c N] [c H] [s
M] [c H] [c N] [c H]   [c H] [c N] [c H]
 [c N]  [c H]  [c H]  "
35 PRINT"  [c H]   [c H] [c N] [c H] [c
N] [c H] [c N] [s M][c P][c P] [c H] [c
N] [s M][c P][s N]  [c H]  [s L][c P][c
P]"
40 PRINT"[DOWN][DOWN][WHITE] YOU HAVE BE
EN DROPPED FROM YOUR"
42 PRINT" STARSHIP ABOVE THE ABANDONED M
INES OF"
44 PRINT" PLANET X. GUIDE YOUR PARACHUTE
 THROUGH"
```

RUNS ON A CBM 64

BY ROBIN JOHNS

PARACHUTE

Your mission is to arrive at a Top Secret Destination deep in the abandoned mines of Planet X.

A starship drops you by parachute over the mines and you must guide it safely down the dangerous shafts, avoiding the sides and dead ends.

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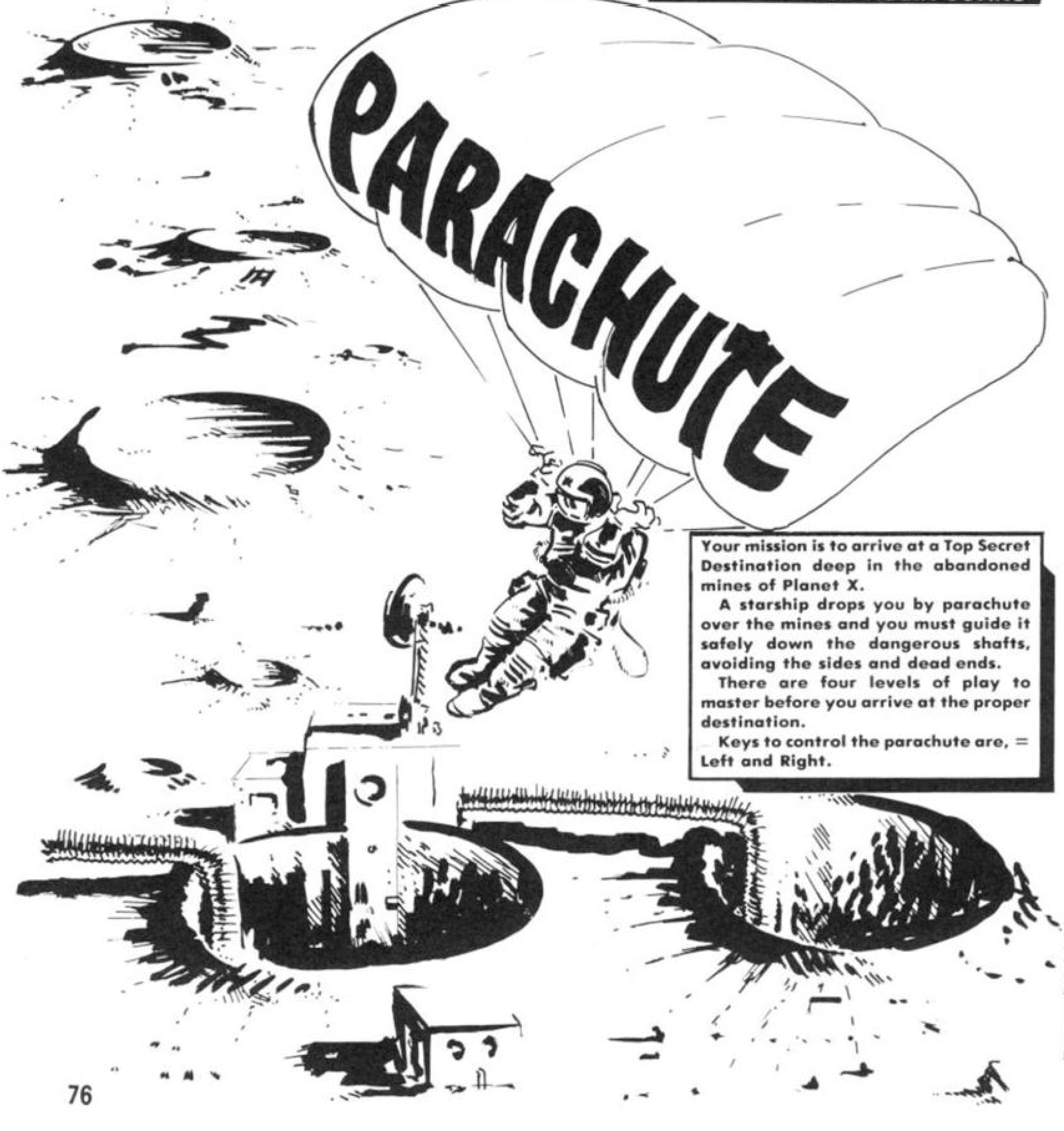
Keys to control the parachute are, = Left and Right.



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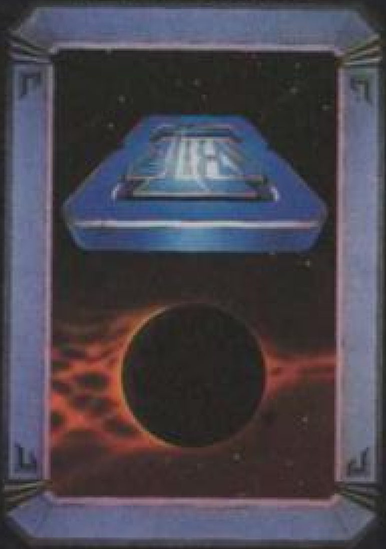
BBC MODEL B



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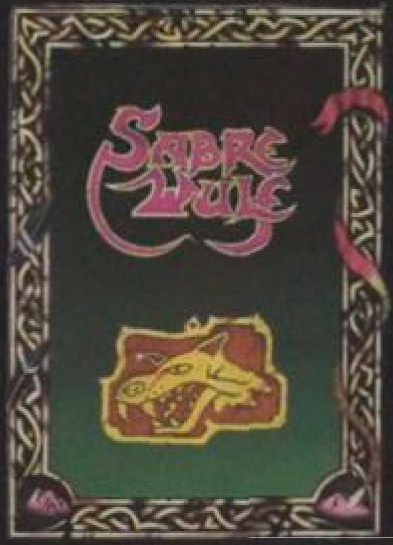
BBC MODEL B



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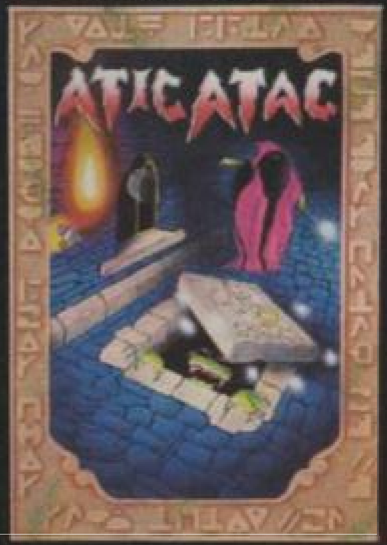

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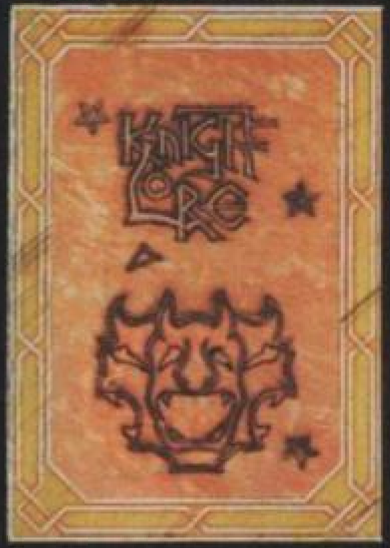
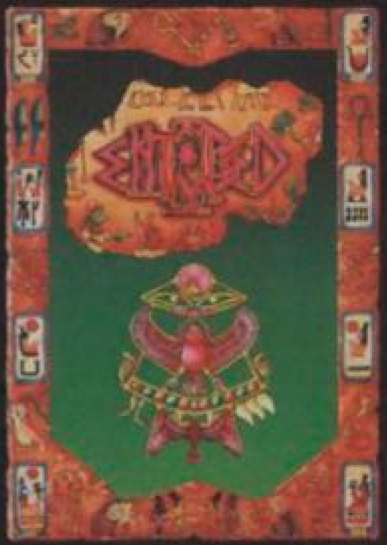
AMSTRAD
BBC MODEL B


Knight Lore

COMMODORE 64



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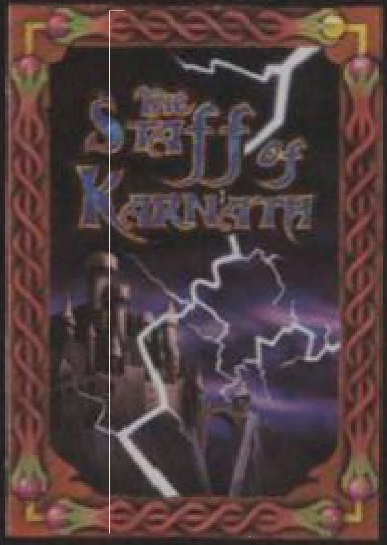
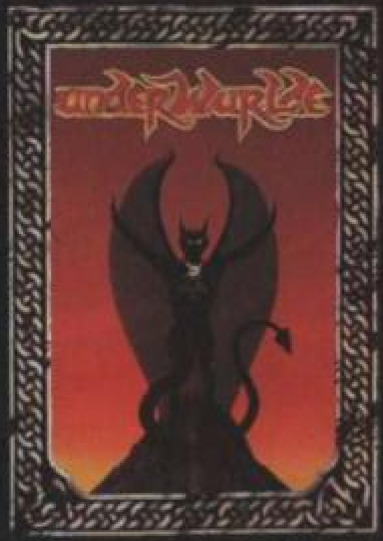
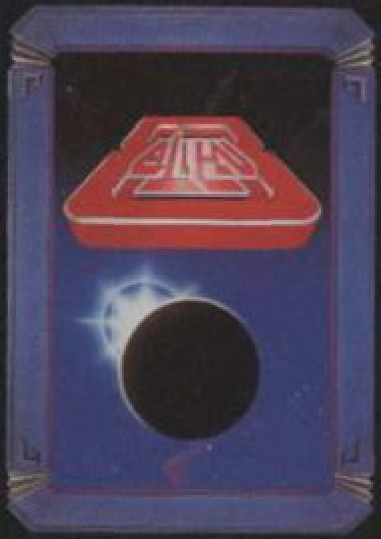

The Staff of Karnath

48K SINCLAIR SPECTRUM


Underwurlde

AMSTRAD CPC 464



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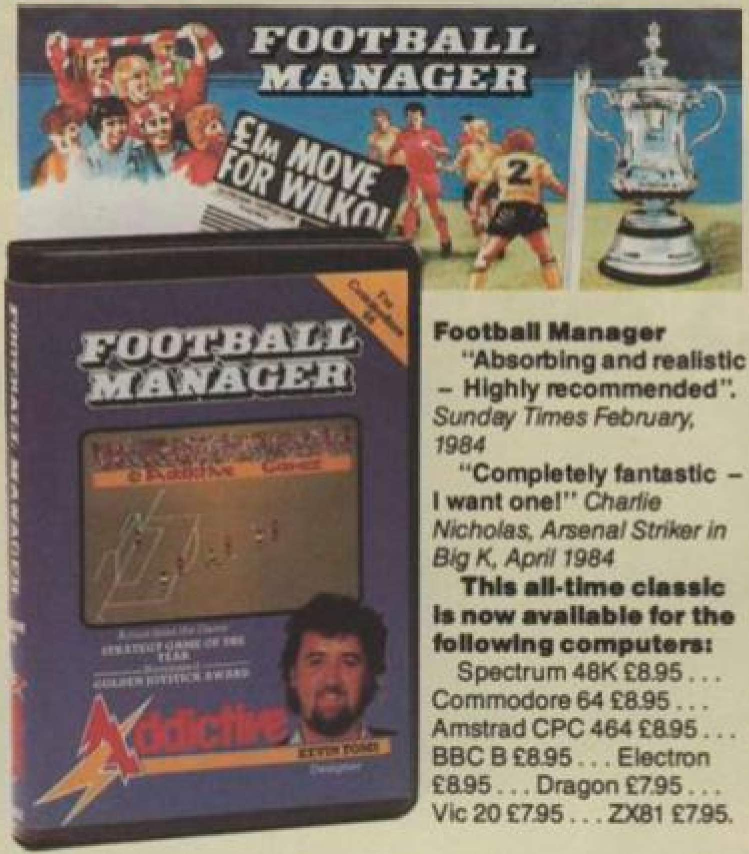
Could YOU win the F.A. Cup?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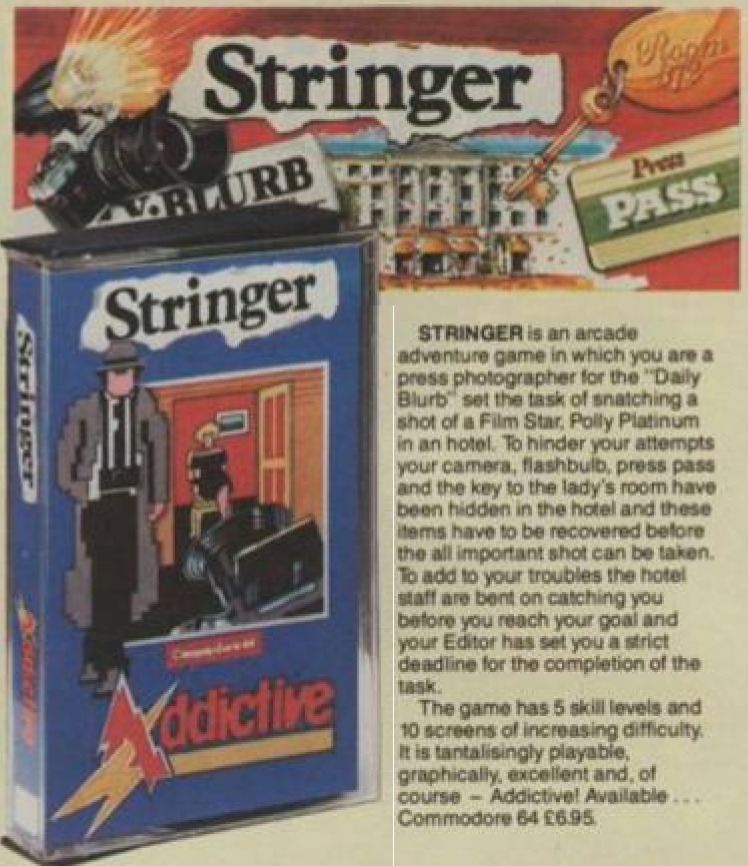
Stringer
BLURB
Press PASS
Stringer
Addictive

STRINGER is an arcade adventure game in which you are a press photographer for the "Daily Blurb" set the task of snatching a shot of a Film Star, Polly Platinum in an hotel. To hinder your attempts your camera, flashbulb, press pass and the key to the lady's room have been hidden in the hotel and these items have to be recovered before the all important shot can be taken. To add to your troubles the hotel staff are bent on catching you before you reach your goal and your Editor has set you a strict deadline for the completion of the task.

The game has 5 skill levels and 10 screens of increasing difficulty. It is tantalisingly playable, graphically, excellent and, of course – Addictive! Available . . . Commodore 64 £6.95.

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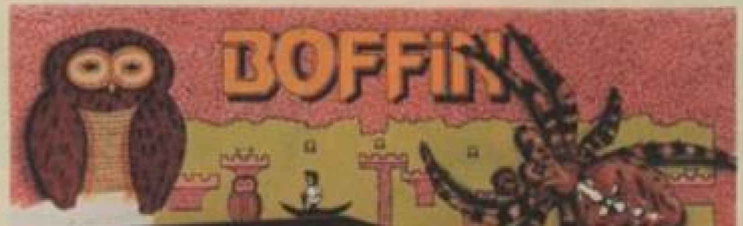

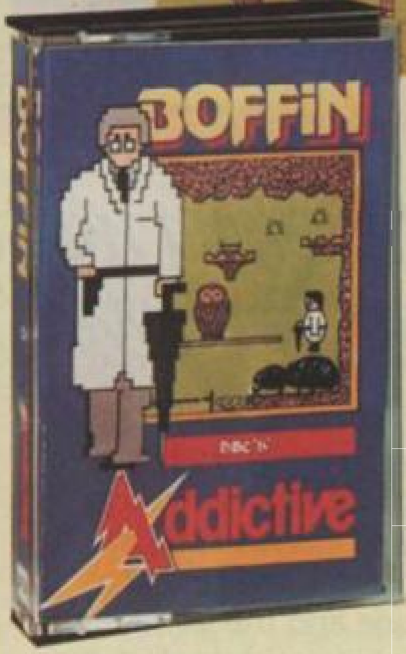
BOFFIN
BBC 'B'
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Boffin is a challenging, action-packed game requiring a combination of cunning and slick keyboard control. Beware the Giant Puffer-Blimps in your way and give the massive Tarantulas a wide berth! Land on the giant hydraulic rams and they will slam you into deadly neutron magnets embedded in the cave roof! Manta-bats are useful allies and the trampolines will help you gain height – but remember to use your umbrella to break a deadly fall!

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"The game can be incredibly subtle". *Pick of the Week, Popular Computing Weekly, February 1985.*

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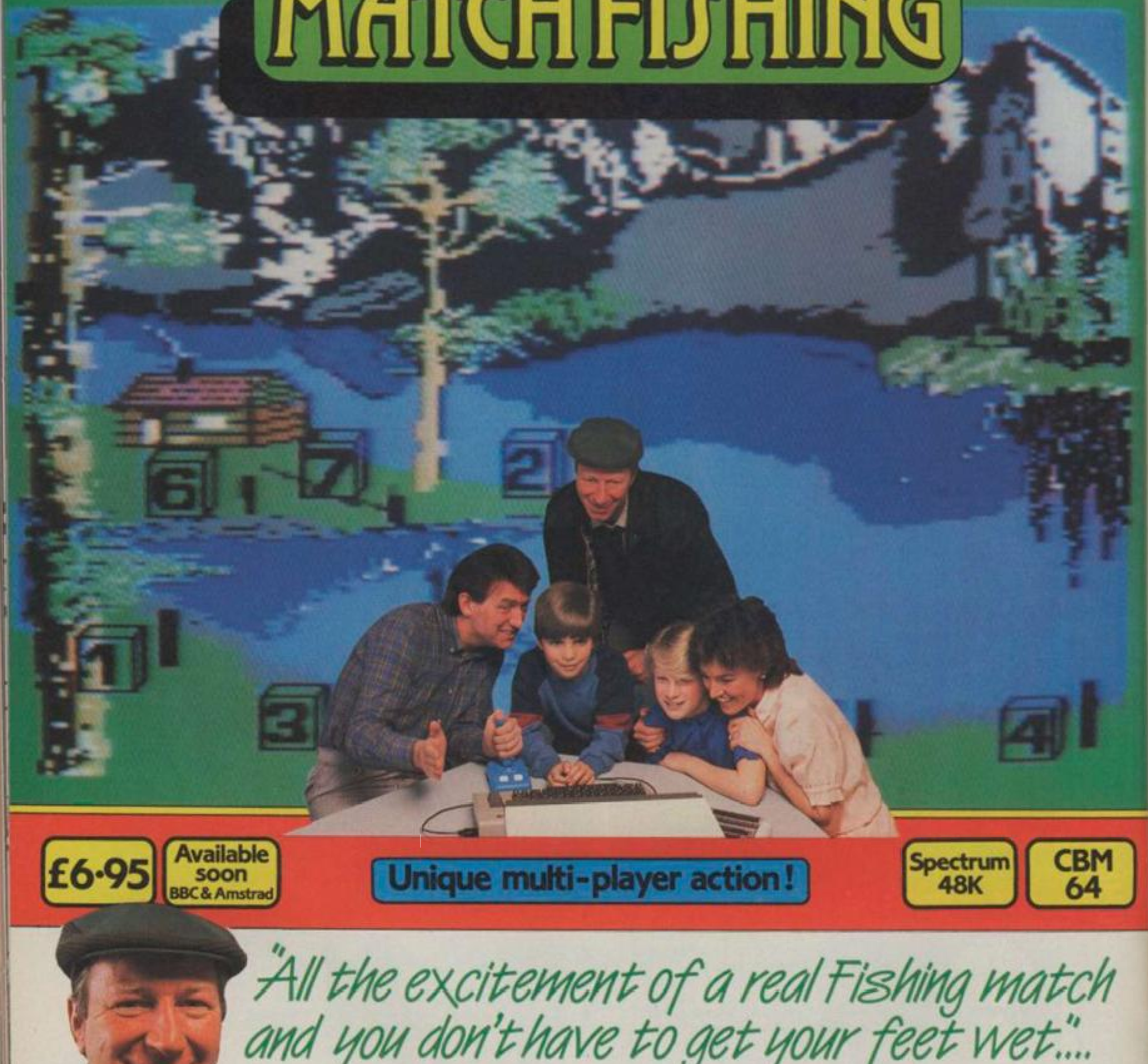

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```
46 PRINT" 4 LEVELS OF PLAY. EACH TAKING
YOU "     ,
48 PRINT" NEARER TO YOUR TOP SECRET DEST
INATION"
50 PRINT"[GREEN][DOWN] MAP THE DEAD ENDS
 SO YOU AVOID THEM IN":PRINT" FUTURE GAM
ES"
55 PRINT"[DOWN][DOWN][PURPLE] KEYS:-
. =LEFT         .=RIGHT":PRINT"[DOWN][DOWN
][DOWN][DOWN][BLACK]    PRESS SPACE TO PL
AY"
60 GETA$:IFA$<>" "THEN60
95 M=120:POKE650,128
100 X=2:V=53248:POKEV+21,4:POKE2042,13:F
ORN=0TO62:READQ:POKE832+N,Q:NEXTN
105 PRINT"[RED].[CLEAR][DOWN][DOWN][DOWN
][DOWN][DOWN][DOWN][DOWN][DOWN][DOWN][DO
WN][DOWN][DOWN][DOWN][DOWN][DOWN][DOWN][
DOWN][DOWN][DOWN][DOWN][DOWN][DOWN][DOWN
][DOWN][DOWN][DOWN][DOWN][DOWN][DOWN][DO
WN][DOWN][DOWN]":POKE53281,0:POKE53280,0
110 REM ******** START OF GAME ********
112 POKEV+31,1
115 IFX=2THENX=0:READA,B,C
120 FORI=1984TO1984+34:POKEI,160:NEXTI:F
ORI=1984+ATO1984+A+5:POKEI,32:NEXTI
130 FORI=1984+BTO1984+B+5:POKEI,32:NEXTI
:FORI=1984+CTO1984+C+5:POKEI,32:NEXTI
140 GETA$:IFA$=","THENM=M-4
145 IFA$="."THENM=M+4
147 POKEV+4,M:POKEV+5,158:POKE198,0
148 IFM>255THENM=255
150 IFPEEK(V+31)<>0THEN2000
160 X=X+1:L=L+1:IFL=100THEN2200
175 PRINT"":GOTO115
500 REM ********* SPRITE DATA *********
505 DATA3,255,192,31,255,248,127,255,254
,255,255,255,255,255,255,255,255,255,211
510 DATA75,47,153,74,102,205,206,204,100
,204,152,50,205,48,26,253,96,14,253,192
520 DATA7,255,128,0,180,0,0,48,0,1,254,0
,0,48,0,0,112,0,0,80,0,0,216,0
525 REM ********* TUNNEL DATA *********
530 REM ********* LEVEL 1      *********
540 DATA11,17,23,11,17,23,11,17,23,11,17
,23,11,17,23,11,17,23,10,16,23,10,16,23
550 DATA9,15,23,9,15,23,8,14,23,8,14,23,
7,13,23,7,13,23,6,12,23,6,12,23,5,11,23
555 DATA5,11,23,4,10,23,4,10,23,3,9,23,3
,9,23,2,8,23,2,8,23,2,17,23,2,17,23,2,17
560 DATA23,2,17,23,2,17,23,2,17,23,2,17,
23,2,17,23,2,16,23,2,15,23,2,14,23,2,13
565 DATA23,2,12,23,2,11,24,2,10,16,2,9,1
5,2,8,14,2,8,14,2,8,14,3,9,15,4,10,16
570 DATA 5,11,17,6,12,18,7,13,19,7,13,19
,7,13,19
575 REM ********* LEVEL 2      *********
580 DATA7,13,19,7,13,19,6,13,20,5,13,21,
4,13,21,4,13,21,4,13,21,4,13,22,4,13,23
585 DATA4,13,24,4,14,25,4,14,26,3,15,27,
2,15,27,2,15,27,2,12,18,2,12,18,2,12,18
590 DATA3,12,18,4,11,18,5,11,19,5,11,20,
5,11,21,5,11,22,5,11,22,7,19,25,6,19,25
595 DATA5,19,25,4,19,25,3,18,26,3,17,27,
4,17,27,14,20,27,14,20,27,14,20,27,14,20
600 DATA27,14,20,27,13,20,27,12,20,27,11
,20,27,10,20,27,9,20,27,8,20,27,7,20,27
605 DATA6,14,20,7,14,20,7,14,20,7,14,20,
7,14,20,7,14,20
610 REM ********* LEVEL 3      *********
615 DATA7,14,20,8,14,20,8,14,20,7,14,21,
6,14,22,5,14,23,4,14,24,3,15,25,3,15,26
620 DATA3,16,27,10,16,27,10,16,27,10,16,
26,10,16,25,10,16,25,9,16,25,8,17,25,7
625 DATA18,25,4,10,25,4,10,24,4,10,23,4,
10,22,4,11,21,4,12,20,4,13,19,4,13,19,4
630 DATA13,19,4,13,19,4,13,19,4,13,19,3,
13,20,3,13,21,3,14,22,3,14,23,3,15,24,3
635 DATA15,25,3,16,26,3,9,27,3,9,26,3,9,
15,3,9,15,3,9,15,3,9,15,3,9,15,3,9,15,3
640 DATA9,15,3,9,15,4,10,16,5,11,17,6,12
,18
645 REM ********* LEVEL 4      *********
650 DATA7,13,19,8,14,20,9,15,21,9,15,21,
9,15,21,9,15,21,8,15,22,7,15,23,6,15,24
655 DATA5,15,25,2,8,25,2,8,25,2,8,25,2,8
,25,2,9,25,2,10,25,2,11,25,2,12,25,2,13
660 DATA25,2,14,25,2,15,25,2,9,15,2,9,15
,2,9,15,2,9,15,2,9,16,2,9,17,2,9,18,2,9
665 DATA19,2,16,22,2,16,22,2,16,22,2,16,
22,2,16,22,2,15,23,2,14,24,2,13,25,2,9
670 DATA15,2,9,15,2,9,15,2,9,15,2,9,15,9
,15,21,8,15,21,2,15,27,2,15,27,2,15,27
675 DATA2,15,27,2,15,27,2,15,27
2000 REM ******** DEATH ROUTINE *******
2010 PRINT"[CLEAR]":POKE53281,1:POKE5328
0,1:POKE54296,15:POKE54295,0:VV=54272
2020 POKEVV+6,0:POKEVV+5,12:POKEVV+1,20:
POKEVV+4,129:FORNN=1TO2500:NEXTNN
2030 POKEVV+4,0:PRINT"[DOWN][DOWN] [BLAC
K]BAD LUCK!  YOU REACHED LEVEL ":K
2035 FORI=0TO2500:NEXTI:POKEV+4,0:POKEV+
5,0
2040 GOTO10
2200 REM ***** NEXT LEVEL ROUTINE *****
2210 L=0:K=K+1:IFK=2THENZ=30
2220 IFK=3THENZ=31
2230 IFK=4THENZ=158
2240 IFK=5THENPRINT"[c 1] WELL DONE! YOU
 REACHED YOUR DESTINATION":GOTO2035
2250 PRINT"[HOME][DOWN][DOWN][DOWN][RIGH
T][RIGHT][RIGHT][RIGHT][RIGHT]";CHR$(Z);
"LEVEL ";K"[DOWN][DOWN][DOWN][DOWN][DOWN
][DOWN][DOWN][DOWN][DOWN][DOWN][DOWN][DO
WN][DOWN][DOWN][DOWN][DOWN][DOWN][DOWN][
DOWN][DOWN]":FORI=0TO1000:NEXT
2260 GOTO175
```

PROFESSOR VIDEO'S GAMES WORKSHOP

First of all an apology. In the June issue, we published some pokes for *Sabre Wulf* and *Jet Set Willy* but, going by the deluge of mail, they didn't work. Sorry about that, folks! In future, PLEASE test your pokes carefully before sending them in and mark which computer they are for.

DRAGONTORC

William How of Nairn (that's Scotland for those who don't know their geography) has sent in a list of the *Dragontorc* spells and their effects.

Once you have opened up the leylines and explored a bit, you will find that not all your enemies are killed by the Missile Spell — the winged devils and werewolves are unaffected. To kill these, you need to find the Warrior Spell which is in Merlyn's cave.

In the cave you will find two seals. The Halgor seal will open the way into the Sanctuary of Halgor in Wolfwood. It can also be used to remove the curse on the spiders in the sanctuary. The Return Spell will help you find an anvil which will destroy the crowns of Brigan, Troynova, Dovil and Cantii. Wave the crystals of anti-magic over the anvil and you will have the power to control the HAND found in the cursed crypt of the western kings. The HAND will kill the witch queen of the north.

The Demon Spell found in the ruined fortress of the Cantii will have a welcome effect on a demon found in Hellsmouth Cavern.

The Dragontorc Crowns are found in the cursed crypt of the Western Kings, the ruined fortress of the Cantii, Hellsmouth Caverns and the Lost Vaults of Locris.

Befriend the elves by giving them jewels and bows — they will repay your kindness. The Heal Spell will cure snake, spider and werewolf bites. Some of your enemies may pick up something you want, so if you can't find a key go and try bashing some monsters.

DEATH STAR INTERCEPTOR

B. P. Askert from Hertfordshire wrote in with the following tips for levels 1-4.

Level 1: As you launch, you stray to one side. To avoid this, push the joystick in the opposite direction in order to squeeze your spaceship through the stargate.

Level 2: On the first skill level, move your X-wing to the top-left corner of the screen, then no enemy craft can hit you. If you're feeling like a zap, move around the top left corner — shooting diagonally at the aliens.

Level 3: When you appear in the trench, move to the right of the screen and zap the barriers at the base. When the gun turrets appear stay on the right — as far as the X-wing will allow — and zap the turrets on the right wall. Only the turrets on the left will fire, allowing you to move up and down to avoid them. When the hover tanks arrive, leave them alone!

After a while space ships will arrive. Move into the middle and move up and down to avoid the gun turret lasers. Wait there for the reactor.

Level 4: While in the trench the reactor will appear. Zap it!!

STARION

Here are a couple of tips from Martin Neill, of Greenock. Take the first zone and the first time this will give you the BIBLE. Take this to the ninth time. There you will get the EEC. Take this to the seventh time and you will get the DIAMONDS. From there, go to the fifth time. That's where Martin runs out of tips. Who can give the Prof. the rest of the clues to finish the game?

POKE CORNER

Let's see if we can get it right this month!

Pokes for the Spectrum — *Kokotoni Wilf.* First type Merge"" when the screen comes up four out of memory then type:–

```
10 POKE  23693,0:CLEAR  24100:LOAD""CODE:
   RANDOMIZE USR 65100:LOAD""CODE:POKE
   43742,0: RANDOMIZE USR 41712
```

This will give you infinite lives.

Alien 8 — This will give you infinite lives, but, follow the instructions carefully and type DATA correctly.

```
  0 REM ALIEN 8 INF. LIVES
 10 LET TOT = 0:FOR N = 50000 TO 50089:READ
    A : LET TOT = TOT + A :POKE N,A: NEXT N
 20 IF TOT <> 10530 THEN PRINT "ERROR IN
    DATA": STOP
 25 STOP
 30 PRINT AT 10,10:"INSERT TAPE":
    RANDOMIZE USR 50000
100 DATA  62,255,55,17,141,5,221,33,203,92,20,8,
    21,243,62,15,211,254,205,98,5,48,233,33,86,176,
    34,233,96,33,157,195,17,28,238,1,200,0,237,176,
    243,237,94,33,41,236,229,33,137,97,229,51,51,17,
    41,236,1,242,1,33,253,94,253,33,239,96,221,33,
    184,98,62,200,237,79,195,137,97,62,0,50,24,202,
    62,201,50,172,173
110 DATA 195,0,99
```

Type in the program and run it. If you get the error message, recheck DATA, keep running the program till you get the stop message. When all is well, take out lines 20 and 25 and save to tape. Rewind, Load and Run. Now play the whole of the *Alien 8* tape.

Now a couple for the Spectrum and the Commodore from S. Kangis. *Blagger* for the C64 — tap space bar very quickly and then press CTRL key + any letter from @ to] and you go onto a different screen. *Revenge of the Mutant Camels* — type in GOATS while the game is playing — the words CHEAT MODE OPERATIVE come on the screen, then hit the space bar at any time to go onto the next wave.

Now the Spectrum pokes. Guess what game these are for — *JSW*! But, I have been assured that these do work. To enter the pokes, type MERGE"".

Stop the tape when the first part of the loading stops. Type in the pokes, then type RUN.
POKE 35899,0 Infinite lives.
POKE 37925,0 Takes away Maria
POKE 36545,0 Makes the Banyantree
POKE 36358,0 Makes Willy jump higher
POKE 37873,0 You get all the objects.

If any of you have pokes for the less popular machines, send them in. It's the only way they will get featured on this page.

Here's one for the Vic20 all the way from M. Fowell in Australia. To get 255 lives on *Jet Pac* do the following. Load the loader program without running it by just typing "Load". Delete line 70 which says SYS 5376. Hold shift down and press RUN/STOP. This loads the machine code and places it in the memory. Then type POKE 9179,X. X being any number from 1 to 255.

For player two type POKE 9192,X. Then type SYS 5376 and press RUN/STOP to start the game.

Pokes for the BBC from Lee Taylor, Blackpool. *Chuckie Egg* — *LOAD"CH-EGG" (Return) when it has loaded type, ?&28FD=250 Return

CALL&29AB (Return) This will give you 250 men per game.

3D STARSTRIKE

Michael King has been busy again and come up with a set of hints for *3D Starstrike*. On the first stage, keep your finger on the fire button and, as your gunsight self centres, quickly move the gunsight as far to the top of the screen as you can and keep it in the middle.

If you do this, you can always blast the ships before they get close enough to do your ship any damage. But keep an eye on your laser power as it will drain very quickly. To boost this power, take your finger from the fire button — but do this only in periods of relative calm.

On higher levels, just continually fire as you move your sight around the screen. The ships come in so fast that you will hit them all.

The second stage requires you to act quickly but calmly. Do not get so eager that you end up flying your spacecraft upside down and miss all the tower tops. When you get more enemy craft, only shoot the ones which will hit you and do the damage.

The third and hardest stage becomes easier if you remember to go under the high catwalks and over the low ones. This way you don't get as many hitting you. Also don't swerve from side to side.

The last level is the easiest. Just hit the two crosses on either side of the rectangle. When you hit them, they change shape and flash. You only need to hit each cross once. Then it's back to stage one....

IMPOSSIBLE MISSION

Peter and Paul from Middlesex have written in with these hints for all of you still struggling away with this game. First thing to do is map the game out and then search any easy rooms you come across. Keep as many "snoozes" in store as possible and only use them when you really have to. A lot of objects can be searched by a "Search-move, Search-move" routine. This takes a bit of time, but, you will need all the "snoozes" for the harder levels. Remember where the "games rooms" are and use them for extra snoozes and lift resets. Use the phone! The bits of puzzle are a puzzle in themselves — some pieces can be used twice and others are no use at all.

ELITE

Here are two short methods of increasing your Credits and Ratings on *Elite* by Steven Parker, Hull.

To improve your credits:— When you have amassed 400 credits, buy a Pulsar Laser. When asked "Where to put it?" reply O. The computer will say "Laser Present", then put on your Status page, showing your credits to be increased by 300-400 credits. KEEP REPEATING THESE KEY DEPRESSIONS:— f3,5,<return>,0.

To improve your Kill Rate:— 1. Before launching, choose a planet for hyperspace jump. 2. Launch. 3. Decrease speed. 4. Go into rear view. 5. Shoot at the hatchway of the space station!!! DO NOT MOVE !!! 6. Stay in this position for as long as possible even when you cannot see the hatchway — you can still shoot the Vipers exiting from it: *Do Not Chase Vipers That Escape!* 7. When three or more Vipers have escaped your lasers, use either an Energy Bomb, your pre-set hyperspace jump or escape pod.

Remember you *only* need lasers mounted on the *front* and *rear* positions so, when you have enough credits, buy military lasers for these positions.

Matthew Thompson of Bridgewater has come up with a few more tips on this game. As soon as you have enough credits, travel to a planet of Tech. Level 9 or higher and equip your ship with a docking computer, as this will save a lot of time and allow you to make money. Don't waste money on side lasers as these are practically impossible to use. When in combat with Thargoid invasion ships, ignore the small remote controlled thargon mini ships sent out.

RAID OVER MOSCOW

Richard Lake from Herts wrote in with these playing hints:

Inside the Hanger — try to keep opening the doors until last thing as this gives you more time to get out. If you are about to crash into any walls, quickly press the sapce bar — this will return you to the map without losing a stealth bomber. Try to get at least two bombers out of the hanger.

Destroying the Silo — first destroy the surrounding silos, as this will give you more points and an extra bomber per silo. If you now move to about one centimetre from the left of the screen, you should be able to kill off many enemy planes without being shot at. Do this until 30 to fifty seconds from impact and then destroy the main silo.

US Commandos (bazooka) — first blow up the doors and then the towers — with careful aiming, the top towers can be made to fall onto the tanks gaining double points.

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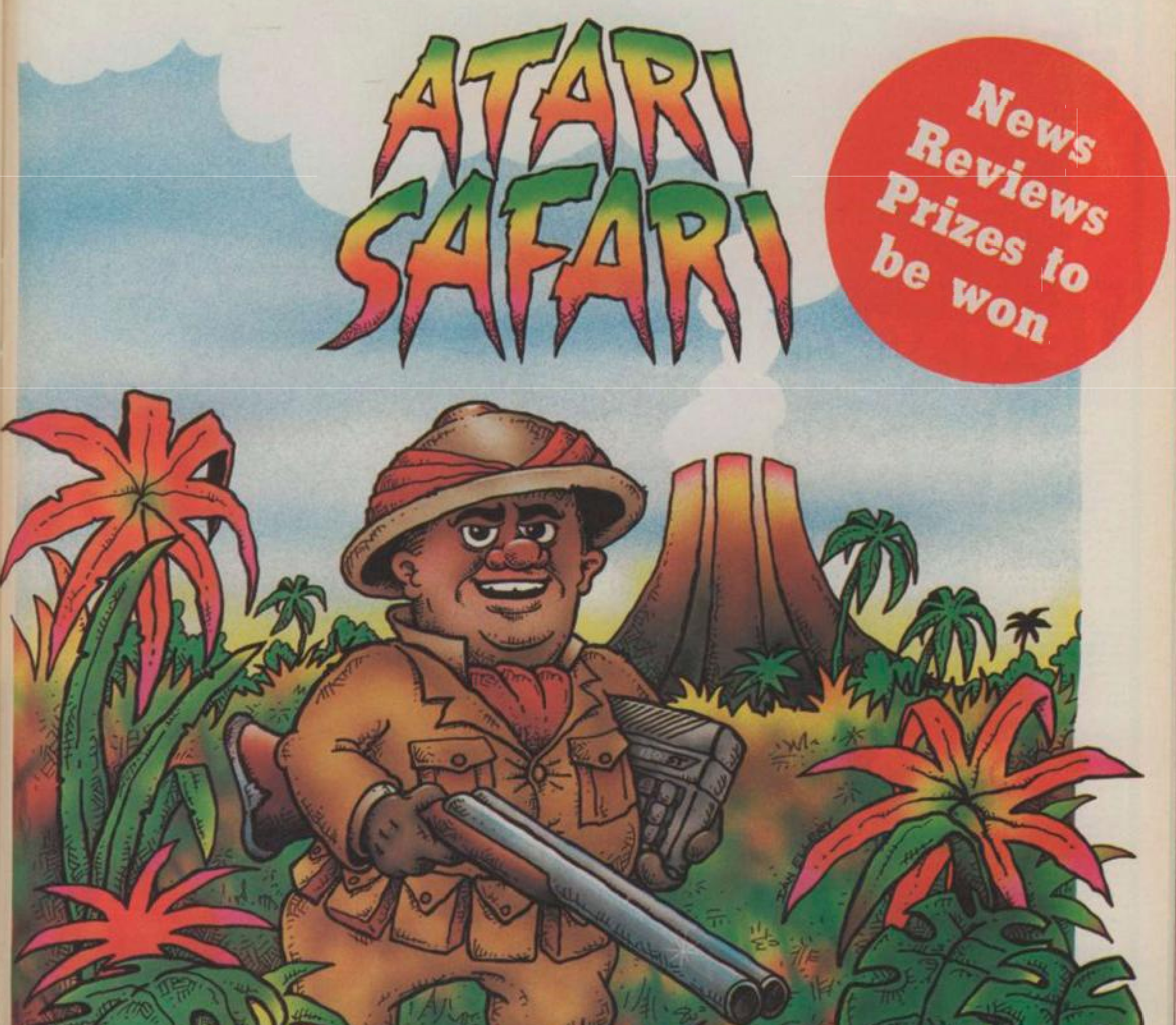
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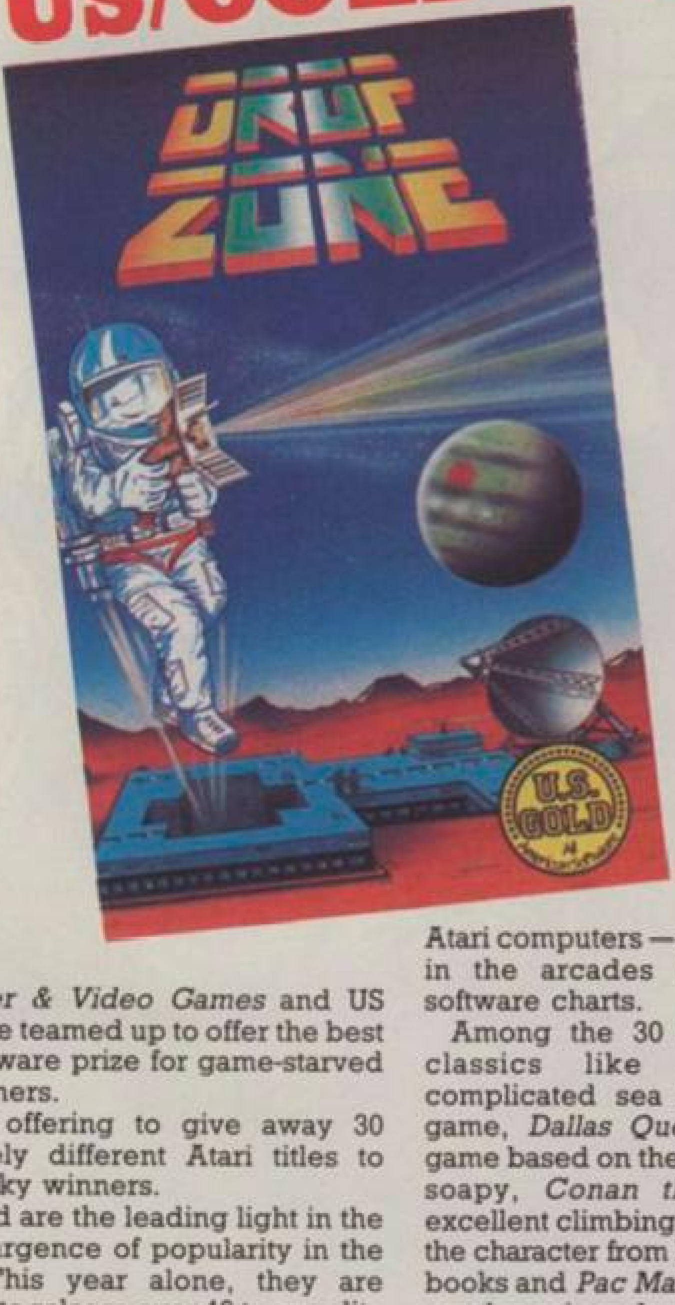

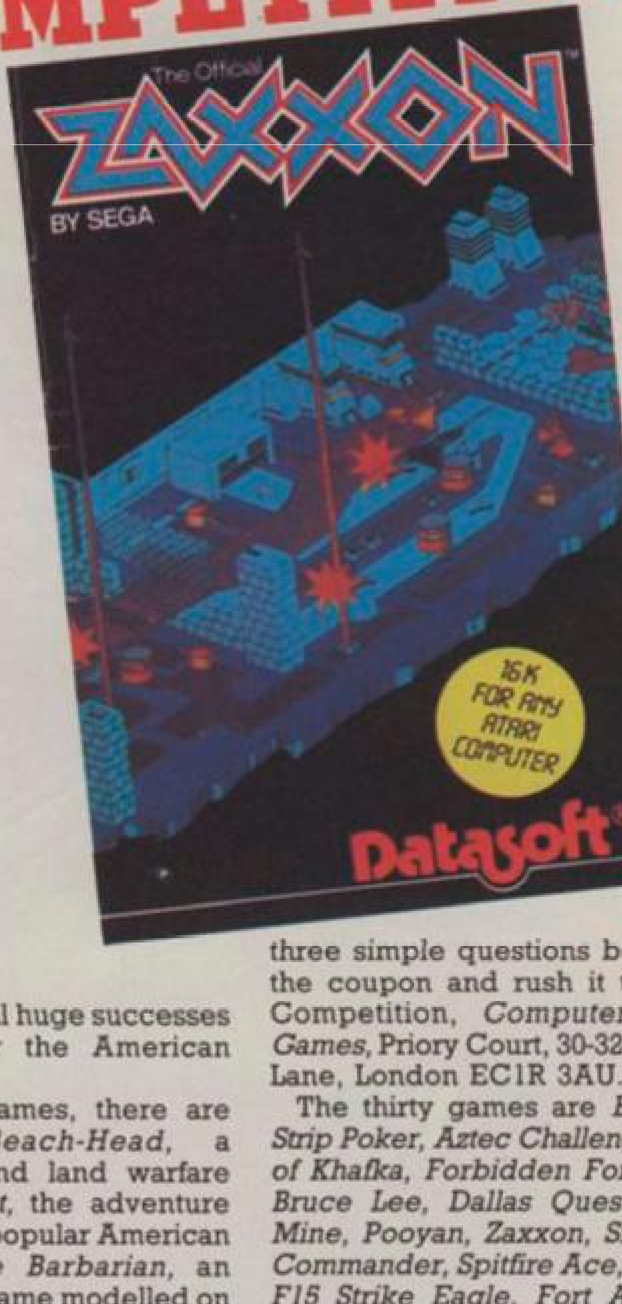

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SPECTRUM SOFTWARE massive software sale. Over 50 cassette programs and over 15 boxed programs for sale. Value over £450 sell or £200. Titles include Starstrike, Technician Ted. Will not split. Ring (034284) 2070 for titles list or to buy. Hurry!

information. Then write to: Postlargernd Kennwort "WHY NOT" 4300 Essen 1, West Germany. (New: Conan, Gorg's Revenge, Wargames...)

CBM 64 software to swap. Disk only. Please send your list to Stephen Cattan, Pastorenkamp 8, D-284A Wagenfeld, West Germany. I have new American and English software.

ATARI 600XL with cassette recorder, joystick, mags and games all worth £200 only £100 ono. Ring (01) 707 4755 after six.

[illegible] worth of software, five cartridges, Introduction to Basic Part 1, four books, Quickshot II joystick, Dustcover, cassette case, victape issue, four computer magazines worth over £400 will sell for £240. Telephone 784 4365 (021) after 6pm.

48K SPECTRUM + Cambridge programmable joystick interface + cassette recorder + lots of software + magazines + books. Sell for £170 ono or swap for Commodore 64 with cassette recorder. Phone 01-551 2966 evenings 5.30 onwards.

ATARI ST

520ST

POWER WITHOUT THE PRICE

THE NEW ATARI 520ST

Under the new leadership of Jack Tramiel (former boss and founder of Commodore Business Machines), Atari Corporation have marked their entry into the world of business/personal computers with a machine which leaves the competition standing. Tramiel's slogan 'Power Without the Price' has been implemented in the manufacture of the new 512K Atari 520ST colour computer which offers the user amazingly high performance at an incredibly low price. Launched as a work-station, this new system incorporates seven software packages as well as the 520ST computer with 512K RAM, mouse controller, high resolution monochrome monitor (640x400), 95 key keyboard (with 18 key numeric keypad), MIDI interface, GEM and a 500K 3½ inch disk drive, all for the package price of only £651.30 (+VAT = £749). Dubbed the 'Mac beater' and the 'Jackintosh' (after Atari's Chief, Jack Tramiel), Atari's new machine has been directly compared with the Apple Macintosh RRP £2595 (+VAT = £2985) which offers similar features and capabilities but at a much higher price. Favourably reviewed by the UK's highly critical specialist computer press, the 520ST is likely to make a great impact in this country as a sophisticated alternative to an IBM PC, APRICOT or APPLE MACINTOSH. Unlike its overpriced competitors, the Atari 520ST can be linked up to a colour monitor to unleash a choice of up to 512 colours. The addition of colour brings out the full potential of graphics packages such as GEM.

USER FRIENDLY GEM OPERATING SYSTEM

The power of the ST is harnessed and made user friendly by the new operating system 'GEM' from Digital Research. GEM stands for Graphics Environment Manager and allows a user friendly colour or B/W graphics interface which closely resembles that of the Macintosh. This similarity extends to the use of moveable resizeable windows, icons to represent objects such as disks and disk drives, and the use of pull down menus and a mouse. The advantage of all this is that the computer becomes extremely easy to use. GEM has now been implemented for the Acorn, ACT, Atari, IBM, ICL, and Olivetti. Software written for GEM on one computer should also run under GEM on another computer. This will enable the market to quickly produce a large library of standard interchangeable software.

FREE SOFTWARE AND FUTURE EXPANSION

The Atari 520ST comes supplied with seven free software packages as listed below: 1) TOS -Tramiel Operating System based on CPM 68K. 2) GEM Graphics Environment Manager by Digital Research (DR) giving a WIMP (Window, Icon, Mouse, Pull down menu) environment. 3) DR GEM Paint for creating graphics masterpieces. 4) DR GEM Write for word processing. 5) Logo learning language to enable you to write your own programs easily using turtle graphics. 6) DR Personal Basic a powerful user friendly version of the Basic programming language. 7) BOS operating system giving you access to dozens of business applications packages already available on the market. Designed with future expansion in mind, the ST also features a host of different interfaces to the outside world and an impressive list of accessories is planned. Atari will soon be releasing a 1000K (1MB) 3½ inch disk drive, and a 15MB hard disk storage system as well as a mass storage compact disk (CD) player capable of storing an entire 20 volume encyclopedia on one disk. A full range of inexpensive printers are planned including dot matrix, daisywheel and thermal colour printers. With its unbeatable graphics, speed and software at a price which is far below that of any comparable personal computer currently on the market, the ST is all set to do battle with the competition. To receive further details of the ST from Silica Shop, just fill in the coupon below with your name and address details and post it to us.

Silica Shop Price: £651.30 + £97.70 VAT = £749.00 This price includes:

- ★ ***512K RAM***
- ★ ***MOUSE***
- ★ ***GEM***
- ★ ***B/W MONITOR***
- ★ ***500K 3.5" DISK DRIVE***
- ★ ***KEYBOARD (95 KEYS)***

£749

ATARI 520ST SPECIFICATION

MEMORY
512K RAM (524,288 bytes)
16K ROM expandable to 320K
Port for addnl 128K plug-in ROM cartridges
200K TOS operating system

GRAPHICS
Individually addressable 32K bit-mapped screen with 3 screen graphics modes:
320x200 pixels in 16 colours (low resolution)
640x200 pixels in 4 colours (med resolution)
640x400 pixels in monochrome (high res)
16 shades of grey in low res mode
512 colours available in low/medium res
8 levels of each in red, green and blue

ARCHITECTURE
4 custom designed chips:
GLUE Chip - MMU Memory Mngmnt Unit
DMA Controller - Graphics Processing Unit
16/32 bit Motorola 68000 processor at 8MHz
eight 32 bit data registers
eight 32 bit address registers
16 bit data bus/24 bit address bus
7 levels of interrupts/56 instructions
14 addressing modes/5 data types

DATA STORAGE
High speed hard disk interface
Direct memory access 1.33 Mbytes per second
CD (Compact Disc) interface
Built in cartridge access
Dedicated floppy disk controller

DISK DRIVE
500K (unformatted) s/sided 3½" floppy d/drive
349K (formatted) storage capacity

SOUND AND MUSIC
Sound Generator
Frequency control from 30Hz to above audible
3 voices (channels) in wave shaping sound in addition to a noise generator
Separate frequency and volume controls
Dynamic envelope controls
ADSR (Attack, Decay, Sustain, Release)
Noise generator
MIDI interface for external music synthesizers

KEYBOARD
Separate keyboard microprocessor
Standard QWERTY typewriter styling
Ergonomic angle and height
95 keys including 10 function keys
Numeric keypad — 18 keys including ENTER
One touch cursor control keypad

MONITOR
12" screen - high res monochrome monitor
640x400 monochrome resolution

VIDEO PORTS
Display - Low Resolution - 40 columns
Med/High Res - 40/80 plus cols
Medium res RGB (Red/Green/Blue) output
High resolution monochrome (Black & White)

COMMUNICATIONS
Bidirectional centronics parallel interface for printers, or modems capable of input/output
RS232C serial modem/printer interface
VT52 Terminal Emulation Software
Maximum Baud Rate up to 19,200
High speed hard disk interface
Floppy disk controller (Western Digital)
2 joystick ports (one for 2 button mouse)
MIDI interface for external music synthesizers

GEM WIMP ENVIRONMENT
WIMP - Window Icon Mouse Pop-down menus
Two button mouse controller
Icons/Pull down menus/Windows
GEM VDI - Virtual Device Interface
GEM AES - Application Environment Services
GEM BBT - Bit Block Transfer
Real time clock & calendar

SOFTWARE
GEM environment
with user friendly Macintosh style operation
'TOS' - Tramiel Operating System
Atari's own system based on CP/M 68K with hierarchical directory & file structure plus a host of MS DOS & UNIX command structures
'BOS' - Business Operating System
to run any standard BOS business programs
GEM desktop
with GEM PAINT graphics mgmt system
and GEM WRITE word processor
Personal BASIC and DR Logo
originally written by Digital Research (DR)
Very much like those on other machines except for the extensive use of pull down menus, mouse control and windows

VARIOUS
Dimensions: 470mmx240mmx60mm
Replaceable external power supplies
Expansion: 3½" floppy disk drives 500K/1,000K
(two drives can be connected)
3½" 15Mb hard disk
CD (compact laser disc)
Dot matrix & d/wheel prntrs (black)
Thermal dot matrix (colour)
RGB & monochrome monitors

LANGUAGES
BASIC & LOGO supplied
Many others will soon be available, including Assembler, BCPL, C, Cobol, Compiled Basic, Logo, Modula-2 and Pascal

Note: Some of the above specifications are pre-release and may therefore be subject to change

MACINTOSH v F1e v 520ST

"Imagine a Fat Mac - the 512K Apple Macintosh - but with a bigger screen, a far bigger keyboard with numeric keypad, cursor and function keys, and colour. That gives you some idea of what the Atari 520ST is like, except for two important things. First the Atari seems faster. Second the Atari system is about one third of the price."
June 1985 - Jack Schofield - **PRACTICAL COMPUTING**

	APPLE	APRICOT	ATARI
FEATURES OF BASIC SYSTEM	**MACINTOSH**	**F1e**	**520ST**
Price includes B/W Monitor	YES	NO - extra £200	YES
Keyboard size mm (LxDxH)	330x147x50	450x187x26	470x240x60
Keyboard size ins (LxDxH)	13x5¾x2	17¾x6¾x1	18½x9½x2⅜
3½" D/Drive (Unformatted)	500K	500K	500K
3½" D/Drive (Formatted)	399K	315K	349K
WIMP (Window, Icon, Mouse...)	Apple	ACT - Activity	GEM
Real-time Clock	YES	YES	YES
Polyphonic Sound Generator	YES	NO	YES
RS232 Serial Port	YES	YES	YES
Centronics Parallel Printer Port	NO	YES	YES
Dedicated Floppy Disk Controller	NO	YES	YES
Hard Disk DMA Interface	NO	YES	YES
Full stroke keyboard	YES	YES	YES
Number of keys on keyboard	59	92	95
Numeric Keypad	NO	YES (16 Keys)	YES (18 keys)
Cursor Control Keypad	NO	YES	YES
Function keys	NO	10	10
16-bit processor	68000	Intel 8086	68000
Processor running speed	8MHz	4.77MHz	8MHz
RAM size	512K	256K	512K
Number of graphics modes	1	4	3
Number of colours	Monochrome	16	512
Max Screen Resolution (pixels)	512 x 342	640 x 256	640 x 400
Mouse included	Single Button	NO - extra £95	Two Button
Replaceable External Power Pack	NO	NO	YES
Cartridge Socket	NO	NO	YES
Joystick Ports	NO	NO	YES (two)
MIDI Synthesiser Interface	NO	NO	YES
Monitor Size	9"	9" - extra £200	12"
RGB Video Output	NO	YES	YES

System Cost with: Mouse - Monochrome Monitor - 512K RAM - 500K Disk Drive

Price of basic system (exc VAT)	£2595+VAT	£595+VAT	£652+VAT
+ Mouse	Included	£95+VAT	Included
+ Monochrome Monitor	Included	£200+VAT	Included
+ Expansion to 512K RAM	Included	£295+VAT	Included
Price of complete system (exc VAT)	£2595+VAT	£1185+VAT	£652+VAT
PRICE rounded down including VAT	**£2,984**	**£1,362**	**£749**

PRESS COMMENT

"Atari's new corporate image as an aggressive low cost computer maker is likely to mirror that of Commodore where Mr. Tramiel established the maxim that 'Business is war'."
August 21st 1984 **FINANCIAL TIMES**

"This is the only personal computer I know of that comes with a Midi interface as standard."
Peter Bright March 1985 **PERSONAL COMPUTER WORLD**

"The (GEM) version running on the Atari 68000 machines will have the additional advantage of leaving the PC version standing."
April 6th 1985 **PERSONAL COMPUTER NEWS**

"It would seem that GEM offers the ideal operating system."
March 7th 1985 **POPULAR COMPUTING WEEKLY**

"I found it (GEM) extremely easy to use and was very impressed with the way in which it disguises the unfriendly hardware and operating systems lurking under the surface."
Peter Bright Feb 1985 **PERSONAL COMPUTER WORLD**

"The electronics in the machine are a work of art ... The heart of the 520ST is a Motorola 68000, one of the most powerful 16-bit processors around and in many respects it is close to being a 32-bit chip ... when the machine appears in the shops, I'll be at the front end of the queue to buy one."
Peter Bright June 1985 **PERSONAL COMPUTER WORLD**

"This machine is significantly more powerful than an IBM PC ... If it's possible to design a sure-fire winning machine, this is it."
May 11th 1985 **PERSONAL COMPUTER NEWS**

"... the use of GEM makes the new range of Atari computers so similar to the Macintosh (with the added attraction of colour), that they are already being called 'Jackintoshes'."
May 2nd 1985 **COMPUTING**

"The new Atari ST computers truly represent to the consumer what Jack Tramiel is saying — easy-to-use computing power without the price."
March 1985 **ANALOG COMPUTING**

"It (the ST) uses the most modern technology that is affordable, in a package that gives a professional impression."
May 23rd 1985 **POPULAR COMPUTING WEEKLY**

"The Atari ST is one of the most elegant designs I have seen ... Atari has used an original and elegant method of memory management which should make the ST faster than any other PC on the market - in any price bracket ... The 64K dollar question is would I go out and spend money for one? To which the only answer is 'Try and stop me!'"
John Lambert July 1985 **ELECTRONICS & COMPUTING**

"The 520ST is technically excellent ... The 520ST hardware is the new standard by which others will be judged."
July 1985 **YOUR COMPUTER**

SILICA SHOP

ATARI

WE ARE THE UK's No1 ATARI SPECIALISTS

At Silica we have been successfully dedicated to Atari ever since their products first appeared on the UK market. We can attribute our success largely to the Atari specialisation which we practice and to the user back-up we provide. Rest assured that when you buy a piece of Atari hardware at Silica you will be fully supported. Our mailings giving news of software releases and developments will keep you up to date with the Atari market and our technical support team and sales staff are at the end of the telephone line to deal with your problems and supply your every need. With our specialist bias, we aim to keep stocks of all the available Atari hardware, software, peripherals and accessories. We also stock a wide range of Atari dedicated books and through us, the owners on our list can subscribe to several American Atari dedicated magazines. We can provide a full service to all Atari owners and are now firmly established as the UK's NUMBER ONE Atari specialists. Here are just some of the things we can offer to our customers.

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If you would like to be registered on our mailing list as an Atari computer owner, or as a person interested in buying an Atari machine, let us know. We will be pleased to keep you up to date with new Atari developments free of charge. So, return the coupon today and begin experiencing a specialist Atari service that is second to none.

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SEND FOR FREE ATARI ST LITERATURE

To: Silica Shop Ltd, Dept CVG 0885, 1-4 The Mews, Hatherley Road, Sidcup, Kent, DA14 4DX

PLEASE SEND ME FREE LITERATURE

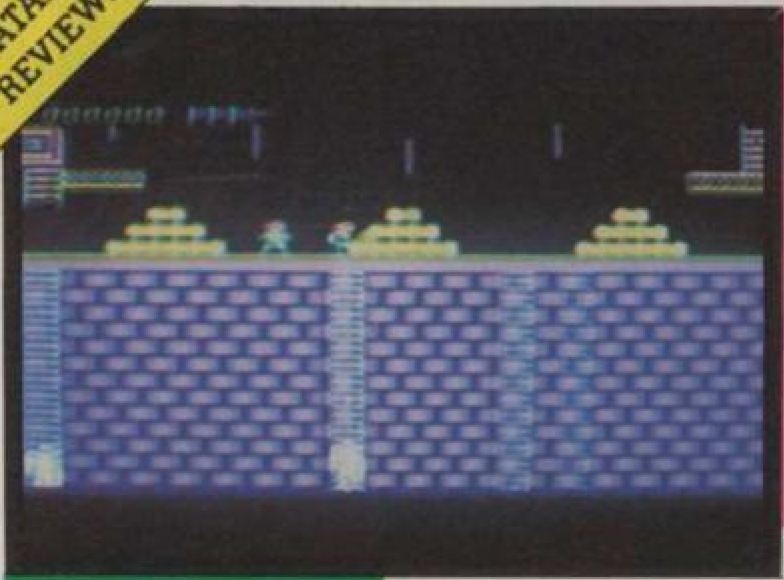
ON THE NEW ATARI 520ST COMPUTER

Mr/Mrs/Ms: Initials: Surname:

Address:

Postcode:

Do you already own a computer
If so, which one do you own?



DROPZONE

SUPPLIER: US Gold
PRICE: £9.95

It's almost worth getting destroyed in *Dropzone* just to see the fabulous firework display as you disintegrate into a thousand particles. But it doesn't help your score.

Your mission is to protect men on the surface of Jupiter's satellite, Io, from being destroyed by invading aliens and return them to the moon-base landing pad.

The men are searching for crystals which can power a space cruiser which is waiting to take the survivors of the devastating robot wars on earth to the safety of another solar system.

The graphics are excellent and the high-speed scrolling screen allows fast and very smooth action as you blast nine different alien attackers.

● **Graphics**	**9**
● **Sound**	**7**
● **Value**	**8**
● **Playability**	**8**

QUASIMODO

SUPPLIER: US Gold
PRICE: £9.95 cassette/ £14.95 disc

The Bells! The Bells! *Quasimodo*, the famous and much abused hunchback of Notre Dame, is having a right ding dong.

He's been accused of stealing the royal jewels and everybody is out to get him. To clear his name, *Quasimodo* must find the precious stones.

The game consists of three levels each containing one of the jewels. The first is the Archer level where soldiers scale walls firing arrows at *Quasimodo*. He tries to fight them off by hurling rocks onto them.

The next level is the Bell-tower where *Quasimodo* must swing from bell to bell in search of one of the jewels. But bats and a ghost do not make things easy for him.

The third level is the Castle Wall and once again *Quasimodo* must brave the slings and arrows of outraged soldiers. At the top of the castle lies the third and final gem.

Quasimodo is a very playable game but the graphics aren't brilliant and the game is rather overpriced for what it is.

● **Graphics**	**6**
● **Sound**	**6**
● **Value**	**6**
● **Playability**	**8**

BLUE MAX

SUPPLIER: US Gold
PRICE: £9.95 cassette/ £14.95 disc

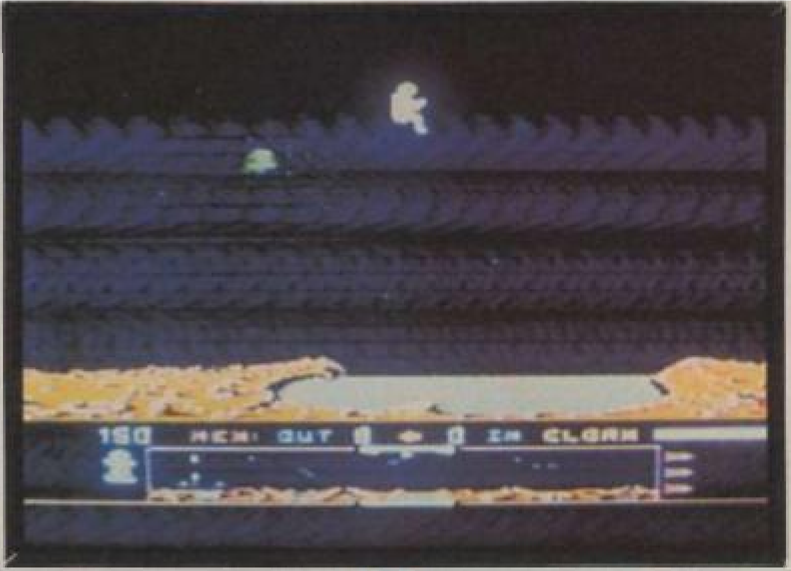
There's something irresistible about dogfight games — and the *Blue Max* is no exception.

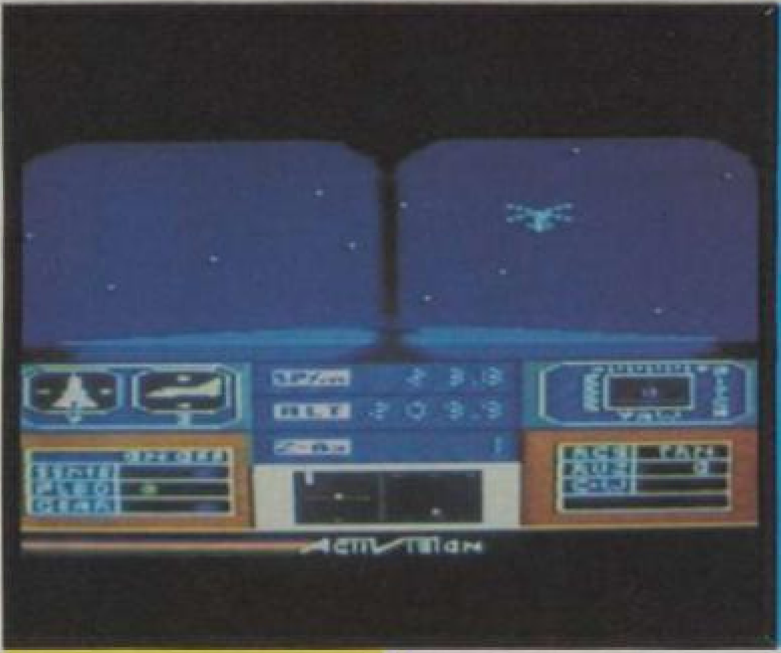
A three-dimensional diagonally scrolling screen allows you to shoot enemy planes, strafe guns and tanks and bomb buildings.

The object of the game is to assault three specially marked targets within the city. You only have one aircraft — and very little time.

Anti-aircraft fire can damage your plane but repair work can be carried out if you can safely land on a friendly runway.

● **Graphics**	**8**
● **Sound**	**7**
● **Value**	**8**
● **Playability**	**8**





SPACE SHUTTLE

SUPPLIER: Activision
PRICE: £9.99

If you love flight simulation games, you'll love *Space Shuttle*.

Your mission is to launch, rendezvous and dock with a satellite orbiting about 210 nautical miles above the earth and then return safely home.

The simulation is complex — it comes with a very detailed flight manual — and challenging. Hours of fun.

● **Graphics**	**8**
● **Sound**	**7**
● **Value**	**8**
● **Playability**	**8**

MOON PATROL

SUPPLIER: Atari
PRICE: Not available

Lunar fun as you drive your moon buggy across the satellite's rugged surface, leaping rocks and craters while fighting off aliens who swoop from above.

The graphics are good and the scrolling, as you would expect from Atari, is excellent.

● **Graphics**	**8**
● **Sound**	**8**
● **Value**	**8**
● **Playability**	**9**

KISSIN' KOUSINS

SUPPLIER: English Software
PRICE: £6.95

Kissin' Kousins is the first British release for the Atari to include digitized speech.

It's created with a special sound sampling system without the need for any extra hardware.

But, unfortunately, that's all that is really special about it. In style, *Kissin' Kousins* pays lip service to *Hunchback*.

It is, however, a fast moving arcade game with good graphics, sound and a nice presentation.

To reach your Kissin' Kousin, you must overcome a variety of objects, each of which gets progressively harder.

The first objects to jump over are hydrants and dustbins. Later ones include caterpillars, kangaroos, bats and frogs. Bombs also fall from the sky to complicate matters.

● **Graphics**	**7**
● **Sound**	**7**
● **Value**	**6**
● **Playability**	**6**

CONAN

SUPPLIER: US Gold
PRICE: £14.95 disc/
£9.95 cassette

The first computer game to feature Robert E Howard's muscle-bound fantasy hero, *Conan the Barbarian*.

Conan must fight his way through seven levels packed with different foes and monsters — avoiding dangers by leaping, jumping and hacking away with his mighty broadsword.

The main object of the game in each level is to find a mystic gem and place it in a gem holder and find the key to the next level.

• Graphics	8
• Sound	8
• Value	8
• Playability	8

BRUCE LEE

SUPPLIER: US Gold/Datasoft
PRICE: £9.95

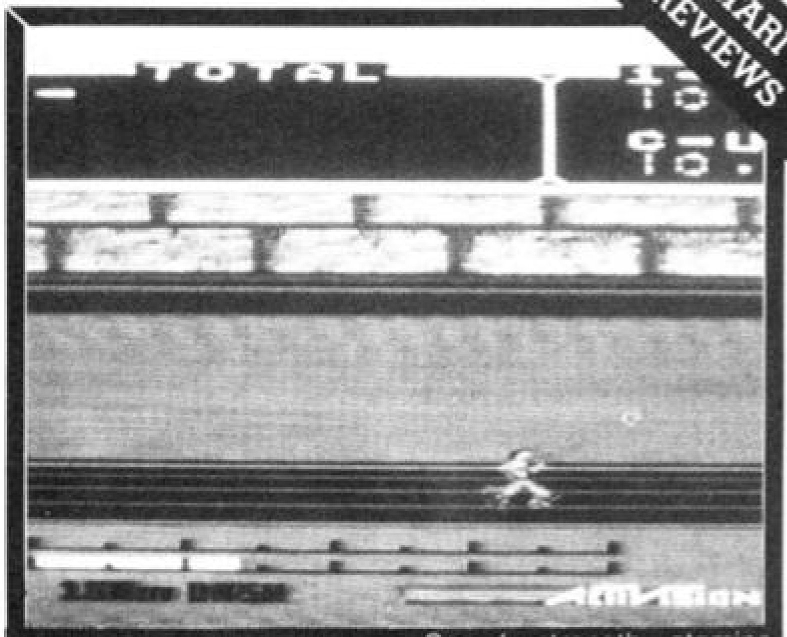
If you play *Bruce Lee* for kicks you will not be disappointed.

The aim of the game is to get Bruce through the fortress of an evil wizard, claim his fortune and possibly destroy him.

Bruce has to run, jump, kick and chop his way through 20 screens defended by Ninja soldiers and the indestructible Green Yamo.

Although it is basically another platform game, the animation of the characters plus bold and colourful graphics lifts *Bruce Lee* out of the ordinary.

• Graphics	8
• Sound	7
• Value	7
• Playability	8



DECATHLON

SUPPLIER: Activision
PRICE: £9.99

Ten events of strength-sapping action. From the 100 metre dash to the 1500 metre race, from the long jump to the discus throw, it's super stuff.

Speed, strength, stamina and the will to win are all needed. Excellent graphics and a joy to play.

• Graphics	9
• Sound	7
• Value	7
• Playability	9

ATARI
SMASH HITS
VOLUME 1
JET BOOT JACK
FIREFLEET
DAN STRIKES BACK
CAPTAIN STICKY'S GOLD
HYPERBLAST!
ATARI 400/800/600XL/800XL
ENGLISH SOFTWARE

ATARI HITS

SUPPLIER: English Software
PRICE: £14.95 cassette/
£17.95 disc

Three volumes of five games representing great value for money even if you don't like all the games.

For some strange reason, *Jet Boot Jack* (JBJ) is included in each volume.

Volume One has *Jet Boot Jack, Fire Fleet, Dan Strikes Back, Captain Sticky's Gold* and *Hyperblast*.

Volume Two has *JBJ, Airstrike II, Batty Builders, Breath of the Dragon* and *Neptune's Daughters*. Volume Three consists of *JBJ, Stranded, Diamonds, Robin Hood* and *Citadel Warrior*.

• Graphics	8
• Sound	8
• Value	10
• Playability	10

FORBIDDEN FOREST

SUPPLIER: US Gold
PRICE: £8.95 cassette/
£12.95 disc

If you go down to the woods, beware of a big surprise. Lurking in the undergrowth are giant spiders, bees, dragons and skeletons.

And if you survive their onslaught, there is also a phantom and dreaded demon to face.

You control an archer using a joystick and your skill with the bow and arrow is your only protection.

• Graphics	6
• Sound	6
• Value	6
• Playability	6

ATTACK OF THE MUTANT CAMELS

SUPPLIER: Llamasoft
PRICE: £7.50

A conversion of the original Commodore 64 game. Your tiny fighter plane takes on 90 feet high monster camels who are determined to take over earth.

The camels are shielded by neutronium and have in-built laser defences.

Attack is a sideways scrolling game, stretching over ten screens. At the top of the current screen, a small representation of the whole game is shown so you can work out the position and distance to the nearest camel.

The group is gradually marching towards the side of the screen and, if they reach it, the planet Earth will have been destroyed. Score enough hits and the camels will be wiped out.

• Graphics	9
• Sound	9
• Value	8
• Playability	7

POLE POSITION

SUPPLIER: Datasoft/US Gold
PRICE: £9.95 cassette/
£14.95 disc

Pole Position holds the honour of being the first decent race simulation game to make it out of the arcades and onto home computers.

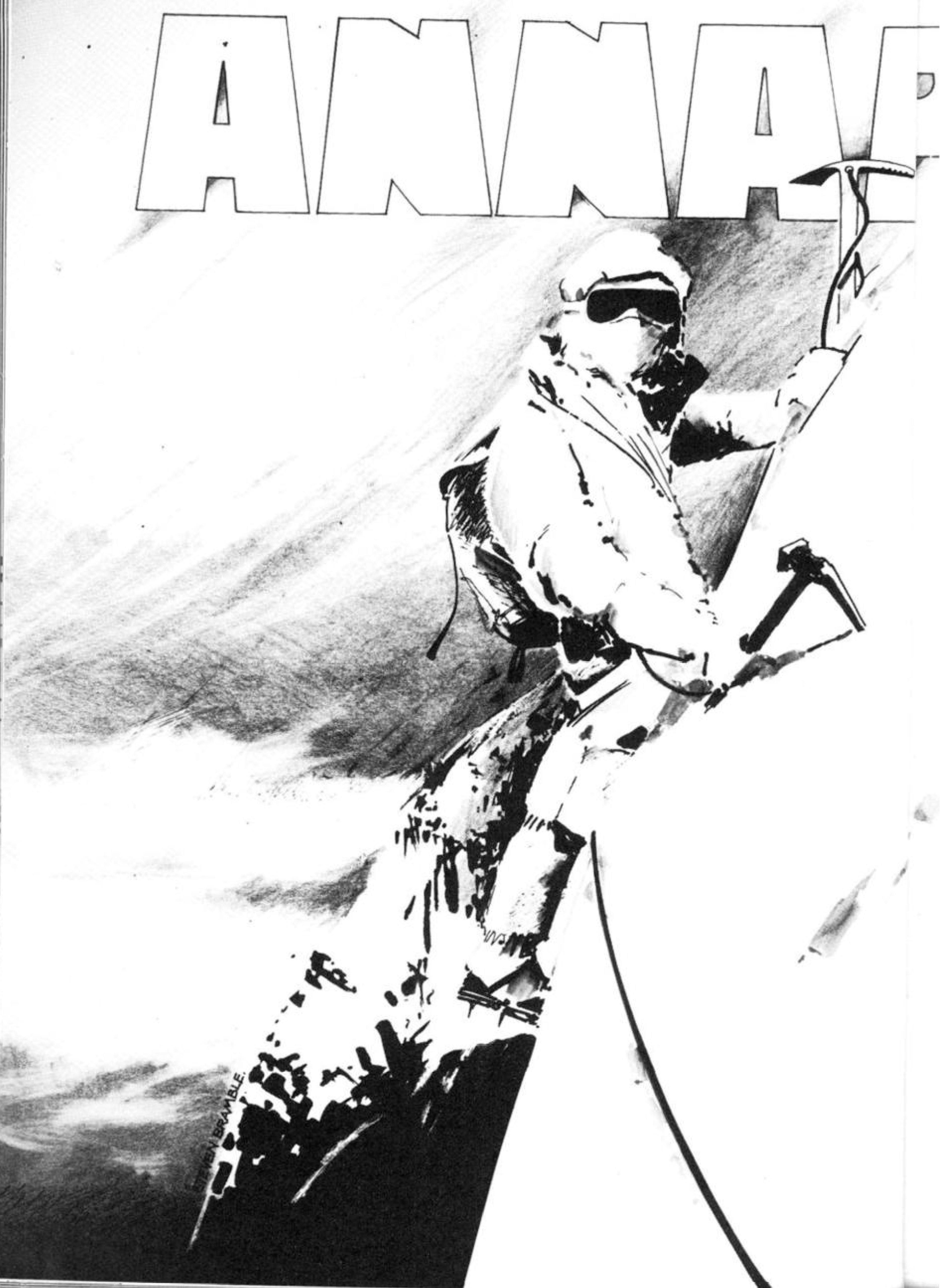
It set the standards others have followed. Admittedly, some have now topped it for graphics, sound and race detail.

But in doing so, these rivals have produced far harder games to play. That is all right if you want to spend hours mastering gear changes before getting a taste of the action.

Pole Position, however, allows you to enjoy the fun more or less straightaway.

Still a winner.

• Graphics	7
• Sound	7
• Value	7
• Playability	8


ANNAP
STEVEN BRAMBLE.

RUNS ON AN ATARI

BY SCOTT SMITH

Head a team of 18 climbers, 34 Sherpas and 25 porters trying to conquer Annapurna.

It's your task to plan the route, supplies and moves from camp to camp towards the summit.

Scott Smith says his record for completing this strategy/adventure game is 33 days in computer time. "Can you beat this?" he challenges.

```
20 CLR
40 OPEN #1,4,0,"K:"
50 DIM TL$(5),IN$(20)
60 DIM TN(10),DC(10),CL(10),DS(10),SH(10),OP(10),PT(10),EQ(10),FD(10),OX(10),QX(
200)
80 DIM AST(200)
90 DIM RF(20,1)
95 FOR D=0 TO 6:TN(D)=0:DC(D)=0:CL(D)=0:DS(D)=0:SH(D)=0:OP(D)=0:PT(D)=0:EQ(D)=0:
FD(D)=0:OX(D)=0:NEXT D
96 ENL=INT(RND(1)*20)+70
100 GRAPHICS 0
120 POSITION 15,0:? "ANNAPURNA"
130 POSITION 15,1:? "*********"
135 ? :?
140 ? "        ATARI VERSION BY"
141 ?
142 ? "        SCOTT SMITH, AUG, 1984"
150 FOR D=1 TO 400:NEXT D
200 GOSUB 10000
1000 GRAPHICS 0:DD=DD+1:IF DD>ENL THEN 9100
1005 TL$=" DAY ":GOSUB 2000
1010 NM=0:RF=-1
1015 GOSUB 2200:GOSUB 2300:GOSUB 6000
1020 IF W=-1 THEN 1240
1025 NM=NM+1
1030 IF NM<=10 THEN 1040
1035 ? "NO MORE CARRIES":FOR PF=1 TO 500:NEXT PF:NM=NM-1:GOTO 1240
1040 ? :? "MOVEMENT ";NM;":":?
1045 ? "INPUT TYPE OF MOVEMENT"
1050 ? "1)CARRY        2)MOVE"
1060 ? "3)ROUTE        4)SUMMIT"
1065 GET #1,INS
1075 M1=INS-48
1080 IF M1<1 OR M1>4 THEN 1065
1085 IF M1=3 THEN GOSUB 4000:GOTO 1210
1090 IF M1=4 THEN GOSUB 5000:GOTO 1210
1100 ? :? :? :? "INPUT TYPE OF LOAD"
1110 ? "1)EQUIPMENT   2)TENTS"
1115 ? "3)FOOD"
1120 ? "4)OXYGEN      5)NO LOAD"
1130 GET #1,INS:M2=INS-48
1135 IF M2<1 OR M2>5 THEN 1130
1140 ? :? :? :? "INPUT CARRIER.....1)CLIMBER"
1150 ? "2)SHERPA              3)PORTER"
1160 GET #1,INS:M3=INS-48
1165 IF M3<1 OR M3>3 THEN 1160
1170 ? "CAMP OF ORIGIN?"
1172 GET #1,INS:M4=INS-48
1175 IF M4<0 OR M4>6 THEN 1170
1180 ? "DESTINATION CAMP "
1182 GET #1,INS:M5=INS-48
1185 IF M5<0 OR M5>6 THEN 1180
1190 ? "NUMBER OF LOADS "::INPUT IN$:M6=VAL(IN$):? " "
1195 IF M6<0 THEN 1190
1198 IF M6=0 AND IN$<>"0" THEN 1190
1200 GOSUB 3000
1210 ? :? "ANOTHER MOVEMENT (Y/N)?":GET #1,RMS
1220 IF RMS=89 THEN GRAPHICS 0:GOSUB 2000:GOTO 1025
1230 IF RMS<>78 THEN 1210
1240 GOSUB 7000:GOSUB 9000:GOSUB 8000
1250 GOSUB 2500:GOTO 1000
2000 GRAPHICS 0
2010 ? TL$;DD
2020 RETURN
2100 D=7
2110 D=D-1:IF TN(D)<>0 THEN HP=D
2120 IF D<=0 THEN RETURN
2130 GOTO 2110
2200 FOR D=0 TO 6
2210 DC(D)=CL(D):DS(D)=SH(D):NEXT D
2220 FOR D=0 TO 2:OP(D)=PT(D):NEXT D
2230 RETURN
2300 ? "WEATHER: ";
2310 W=INT(RND(1)*3+1.4)
2320 ON W GOTO 2340,2380,2400,2420
2340 IF RND(1)>0.85 THEN 2360
2350 ? "VERY BAD-SNOW AND WIND"
2355 RETURN
2360 ? "STORM-NO MOVEMENT TODAY"
2370 ? "PRESS E TO CONTINUE ":GET #1,Z
2372 IF Z<>69 THEN 2370
2375 W=-1:RETURN
2380 ? "POOR-STRONG WINDS"
2390 RETURN
2400 ? "GOOD-ONLY LIGHT SNOW"
2410 RETURN
2420 ? "PERFECT CONDITIONS"
2430 RETURN
2500 GRAPHICS 0:GOSUB 2000
2510 FOR D=0 TO 6:POSITION 6+5*D,4:? D;:NEXT D:? :?
2515 FOR D=0 TO 6:IF RF(D,0)=RF(D,1) THEN POSITION 6+5*D,3:? "*";:NEXT D
2520 POSITION 0,6:? "EQUIP"
2530 FOR D=0 TO 6:POSITION 6+5*D,6:? EQ(D);:NEXT D
2540 POSITION 0,8:? "TENTS"
2550 FOR D=0 TO 6:POSITION 6+5*D,8:? TN(D);:NEXT D
2560 POSITION 0,10:? "FOOD"
2570 FOR D=0 TO 6:POSITION 6+5*D,10:? FD(D);:NEXT D
2580 POSITION 0,12:? "OXYGN"
2590 FOR D=0 TO 6:POSITION 6+5*D,12:? OX(D);:NEXT D
2600 POSITION 0,14:? "CLMRS"
2610 FOR D=0 TO 6:POSITION 6+5*D,14:? CL(D);:NEXT D
2620 POSITION 0,16:? "SHPPS"
2630 FOR D=0 TO 6:POSITION 6+5*D,16:? SH(D);:NEXT D
2640 POSITION 0,18:? "PORTS"
2650 FOR D=0 TO 2:POSITION 6+5*D,18:? PT(D);:NEXT D
2710 ? :? :? "NOW PLAN YOUR MOVEMENTS FOR DAY ";DD+1:?
2720 ? "PRESS SPACE BAR WHEN READY"
2730 GET #1,Z:IF Z<>32 THEN 2730
2740 RETURN
3000 ME=0:GOSUB 3500:IF ME=2 THEN RETURN
3055 IF ME=1 THEN RETURN
3060 ON M2 GOTO 3070,3080,3090,3100,3120
3070 EQ(M4)=EQ(M4)-M6:EQ(M5)=EQ(M5)+M6
3075 GOTO 3120
3080 TN(M4)=TN(M4)-M6:TN(M5)=TN(M5)+M6
3085 GOTO 3120
3090 FD(M4)=FD(M4)-M6:FD(M5)=FD(M5)+M6
3095 GOTO 3120
3100 OX(M4)=OX(M4)-M6:OX(M5)=OX(M5)+M6
3120 IF M1=1 THEN RETURN
3140 ON M3 GOTO 3150,3160,3170
3150 CL(M4)=CL(M4)-M6:CL(M5)=CL(M5)+M6
3155 RETURN
3160 SH(M4)=SH(M4)-M6:SH(M5)=SH(M5)+M6
3165 RETURN
3170 PT(M4)=PT(M4)-M6:PT(M5)=PT(M5)+M6
3175 RETURN
3500 IF M3<>3 OR M5<=2 THEN 3510
3505 ? "PORTERS TOO HIGH":ME=1
3510 ON M2 GOTO 3515,3520,3530,3540,3560
3515 IF EQ(M4)-M6>=0 THEN 3560
```

ANNAPURNA

```
3518 GOTO 3550
3520 IF TN(M4)-M6>=0 THEN 3560
3523 GOTO 3550
3530 IF FD(M4)-M6>=0 THEN 3560
3533 GOTO 3550
3540 IF OX(M4)-M6>=0 THEN 3560
3550 ? "TOO FEW SUPPLIES FOR CARRY":ME=1
3560 ON M3 GOTO 3570,3580,3590
3570 IF DC(M4)-M6<0 THEN 3600
3575 DC(M4)=DC(M4)-M6:GOTO 3610
3580 IF DS(M4)-M6<0 THEN 3600
3585 DS(M4)=DS(M4)-M6:GOTO 3610
3590 IF DP(M4)-M6<0 THEN 3600
3595 DP(M4)=DP(M4)-M6:GOTO 3610
3600 ? "TOO FEW CARRIERS FOR CARRY":ME=1
3610 IF M5-M4<=2 THEN 3620
3615 ? "TOO MUCH HEIGHT GAIN":ME=1
3620 IF M5-M4<>2 THEN 3630
3625 IF RF(M4,1)<>2 THEN 3630
3627 IF RF(M4+1,1)<>RF(M4+1,0) THEN 3640
3630 IF RF(M4,0)=RF(M4,1) OR M4>M5 THEN 3650
3640 ? "ROUTE NOT ESTABLISHED":ME=1
3650 IF ME=1 THEN RETURN
3655 IF W=4 THEN RETURN
3660 IF M3=1 THEN RETURN
3670 WF=RND(1)*(W+RND(1))
3680 IF M5<=2 AND WF>0.8 THEN RETURN
3690 IF M5<=4 AND WF>1 THEN RETURN
3700 IF M5<=6 AND WF>1.25 THEN RETURN
3730 ME=1:RETURN
4000 GRAPHICS 0:GOSUB 2000
4010 ? :? "ROUTE FORCING FROM WHICH CAMP?"
4020 GET #1,INS:M4=INS-48
4025 IF M4>6 OR M4<0 THEN 4020
4035 IF RF<>M4 THEN 4045
4040 ? "ONE TRY PER DAY":RETURN
4045 IF EQ(M4)>0 THEN 4060
4050 ? "NO EQUIPMENT AVAILABLE":RETURN
4060 IF RF(M4,0)<>RF(M4,1) THEN 4080
4070 ? "ROUTE ALREADY COMPLETED":RETURN
4080 ? :RF=M4
4090 IF RF(M4,1)<>0 THEN 4110
4100 ? "YOU ARE ON A FRESH ROUTE"
4105 GOTO 4120
4110 ? RF(M4,0)-RF(M4,1):" ROPE ";
4115 ? "LENGTHS TO GO TO FINISH ROUTE"
4120 ?
4130 ? "No. OF CLIMBERS ON ROUTE?":GET #1,INS
4135 M6=INS-48:IF M6<=0 THEN 4130
4140 IF CL(M4)<>0 THEN 4160
4150 ? "NO CLIMBERS AVAILABLE":RETURN
4160 IF CL(M4)-M6>=0 THEN 4180
4170 ? "ONLY ";CL(M4);" CLIMBERS AVAILABLE"
4175 GOTO 4130
4180 IF M6<=4 THEN 4190
4185 ? "GROUP TOO LARGE":GOTO 4130
4190 ?
4200 RT=INT(RND(1)*M6+1)
4210 IF RT>EQ(M4) THEN RT=EQ(M4)
4220 EQ(M4)=EQ(M4)-RT
4230 RF(M4,1)=RF(M4,1)+RT
4240 IF RF(M4,1)>=RF(M4,0) THEN 4280
4250 ? RT:" ROPE,LENGTHS LAID.STILL ";
4260 ? RF(M4,0)-RF(M4,1):? "LENGTHS TO GO."
4270 ? "TRY AGAIN TOMORROW":RETURN
4280 RF(M4,1)=RF(M4,0)
4290 ? "CONGRATULATIONS"
4300 ? "YOU HAVE COMPLETED THIS SECTION"
4310 RETURN
5000 GRAPHICS 0:GOSUB 2000
5010 ? "SUMMIT BID":?
5020 IF RF(6,1)=6 THEN 5040
5030 ? "TOP ROPE SECTIONS NOT LAID":RETURN
5040 IF CL(6)>=2 THEN 5100
5050 ? "TOO FEW CLIMBERS FOR BID":RETURN
5100 IF RND(1)*W>2 THEN 5130
5110 ? "BID UNSUCCESSFUL-";
5120 ? "TRY AGAIN TOMORROW":RETURN
5130 ? :SR=SR+CL(6)
5140 ? "!!!SUMMIT REACHED!!!":? "********************"
5150 ? :? "CONGRATULATIONS":?
5160 ? "DO YOU WANT ANOTHER ATTEMPT"
5180 ? "(Y OR N)?":GET #1,DS
5190 IF DS=89 THEN RETURN
```

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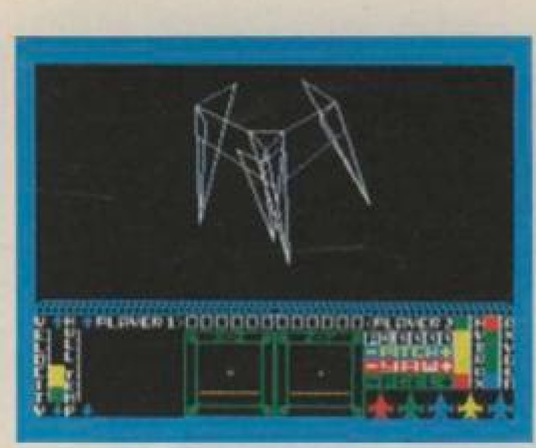
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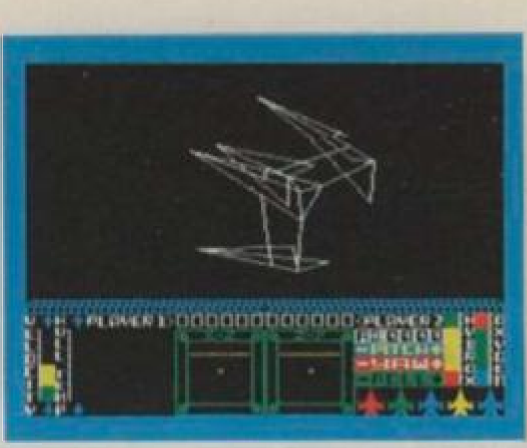
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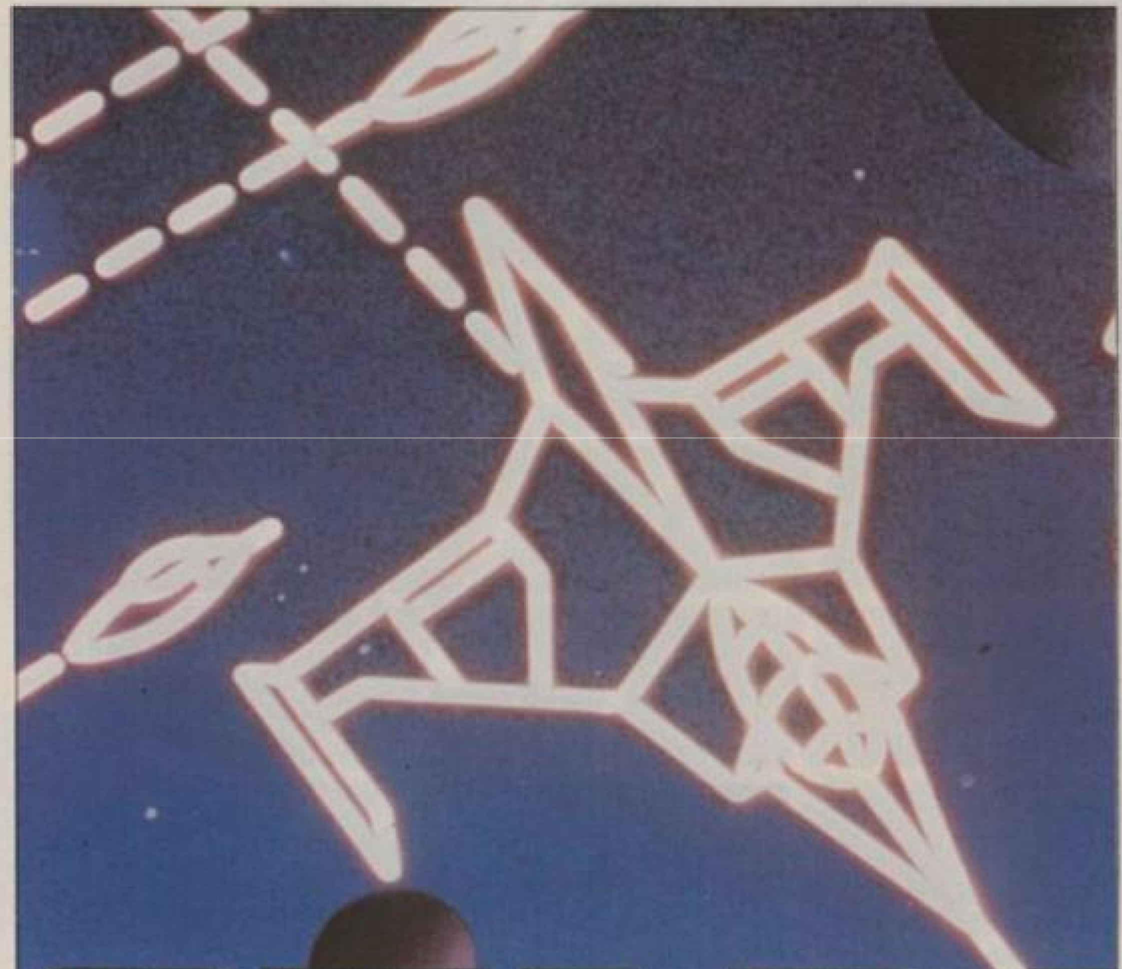

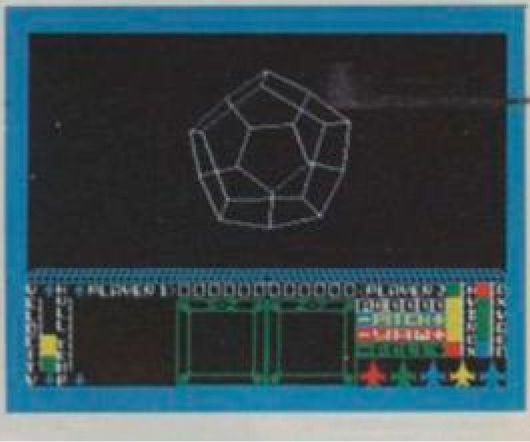
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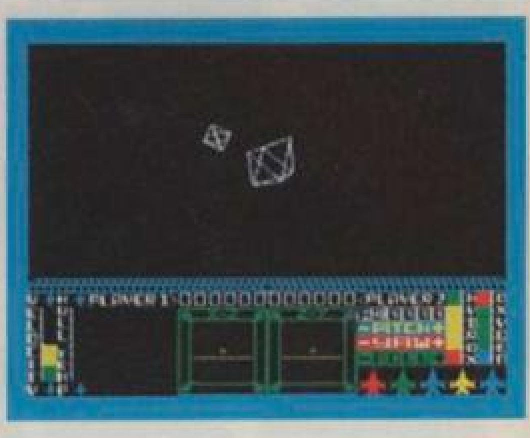
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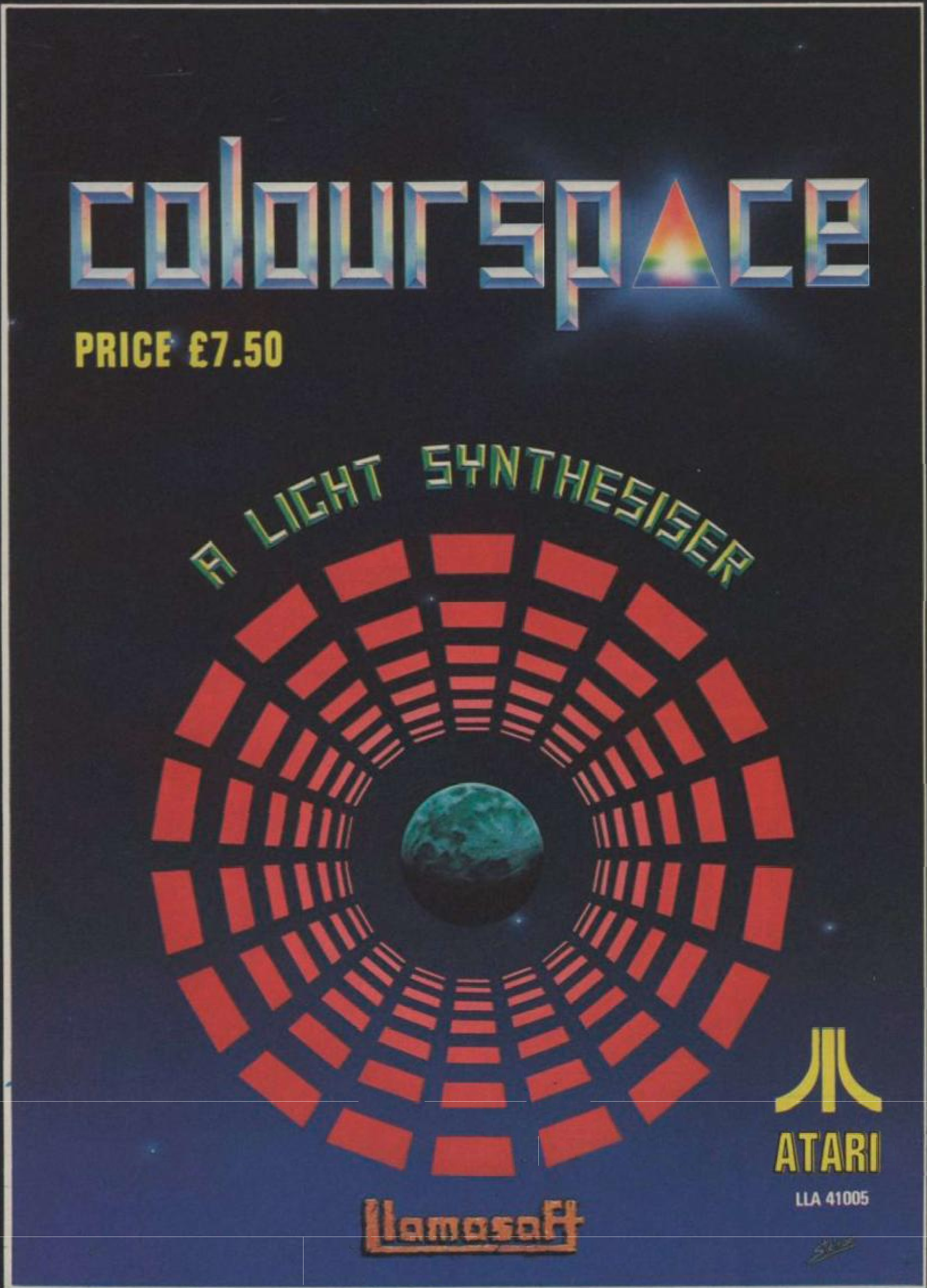
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```
5200 IF DS<>78 THEN 5160
5210 S=(SR*1000)/DD:?
5215 ? "YOUR SCORE IS ";S
5230 GRAPHICS 0:GOTO 9130
6000 IF RND(1)<0.9 THEN RETURN
6010 ON INT(RND(1)*1.4+1) GOTO 6100,6200
6100 GOSUB 2100:IF HP<1 THEN RETURN
6105 RF(0,1)=RF(0,1)-INT(RND(1)*2+1.5)
6110 ? "AN AVALANCHE HAS SWEPT AWAY PART OF"
6120 ? "THE ROUTE BETWEEN CAMPS 0 & 1."
6140 ? INT(RND(0)*2+1.5);"
      LENGTHS OF ROPE HAVE BEEN LOST."
6160 ? "THIS MUST BE REPAIRED BEFORE ANY"
6170 ? "LOADS CAN BE MOVED FROM CAMP 0."
6190 RETURN
6200 GOSUB 2100:AC=INT(RND(1)*HP)
6220 ? "CAMP ";AC;" HAS BEEN HIT BY AN"
6230 ? "AVALANCHE!"
6240 ? INT(RND(1)*2+1.6);
6250 ? " TENTS HAVE BEEN LOST."
6260 TN(AC)=TN(AC)-INT(RND(0)*2+1.6)
6270 RETURN
7000 FOR D=0 TO 6
7005 TP=CL(D)+SH(D)
7010 IF D<=2 THEN TP=TP+PT(D)
7020 IF TP=0 THEN NEXT D:RETURN
7025 IF D=4 THEN OX(D)=OX(D)-CL(D)/2
7030 IF D=5 THEN OX(D)=OX(D)-TP/2
7040 IF D=6 THEN OX(D)=OX(D)-TP
7050 FD(D)=FD(D)-INT(TP/4+0.5)
7060 IF QX(D)<0 THEN QX(D)=0
7070 IF FD(D)<0 THEN FD(D)=0
7080 NEXT D
7090 RETURN
8000 GRAPHICS 0:GOSUB 2000:? :XX=0
8010 ? "SUPPLY CHECK":?
8015 FOR D=6 TO 0 STEP -1:EV=0
8020 TP=CL(D)+SH(D)
8030 IF D<=2 THEN TP=TP+PT(D)
8040 IF TP=0 THEN NEXT D:GOTO 8175
8050 IF TP<=2*TN(D) THEN 8080
8060 ? "TOO FEW TENTS AT CAMP ";D
8070 IF TP>4*TN(D) THEN EV=1
8080 IF TP<4*FD(D) THEN 8110
8090 ? "FOOD IS RUNNING OUT AT CAMP ";D
8100 IF TP>6*FD(D) THEN EV=1
8110 IF D<4 THEN 8150
8111 IF D>4 THEN 8120
8112 IF CL(D)>2*OX(D) THEN 8114
8113 ? "OXYGEN IS RUNNING OUT AT CAMP FOUR!!!"
8114 IF CL(D)>3*OX(D) THEN EV=1
8115 GCTO 8150
8120 IF TP<2*OX(D) THEN 8150
8125 IF D=4 AND CL(D)=0 THEN 8150
8130 ? "OXYGEN IS RUNNING OUT AT CAMP ";D
8140 IF TP>3*OX(D) THEN EV=1
8150 IF EV=1 THEN GOSUB 8500:GOTO 8170
8160 ? "EVERYTHING OK AT CAMP ";D
8170 NEXT D
8175 ? :? "PRESS ANY KEY TO CONTINUE."
8180 GET #1,DS:RETURN
8500 IF XX=2 THEN ? "THE CLIMBERS AT CAMP ";D;" HAVE DIED!!!":XX=0:CL(D)=0:SH(D)
=0:PT(D)=0:GOTO 8550
8503 ? :? "!THE CLIMBERS AT CAMP ";D;" ARE "
8505 ? "             ...RETREATING!":?
8507 IF D-1<0 THEN CL(0)=0:SH(0)=0:PT(0)=0:? "THE CLIMBERS AT CAMP 0 HAVE GONE H
OME!":GOTO 8550
8510 CL(D-1)=CL(D-1)+CL(D):CL(D)=0
8520 SH(D-1)=SH(D-1)+SH(D):SH(D)=0
8530 IF D<=2 THEN PT(D-1)=PT(D-1)+PT(D):PT(D)=0
8540 XX=XX+1
8550 RETURN
9000 RETURN
9100 GRAPHICS 0:? "THERE WAS A HUGE AVALANCHE AND":?
9120 ? "ALL OF YOU WERE KILLED!!"
9130 ? :? "    ANOTHER GAME?"
9140 GET #1,J:IF J=89 THEN RUN
9150 IF J<>78 THEN 9130
9160 GRAPHICS 0:? "THANKS FOR THE GAME!!":END
10000 REM
10030 EQ(0)=100:TN(0)=75:FD(0)=900:OX(0)=80
10040 CL(0)=18:SH(0)=34:PT(0)=25
10050 FOR D=0 TO 6:READ ZX:RF(D,0)=ZX:NEXT D
10060 FOR D=0 TO 6:RF(D,1)=0:NEXT D
10200 RETURN
10500 DATA 5,6,4,7,5,6,6,3
```

THE ATARI FILE

BY PHILIP MORRIS

Funny thing, the home computer business. Market a computer for use in the home, like Atari did in America back in 1979, when they released the Atari 400/800 machines, and nobody takes them seriously as computers! Other manufacturers, such as Apple, couldn't believe that Atari could actually manufacture a real computer, after all Atari just made games machines, didn't they? In fact what Atari did was to manufacture a computer which had superior features to the Apple, and at a much cheaper price.

Way back in the late 70s, which seems like an age in home computer terms, Tandy and Apple machines were being used mainly for business and educational purposes, and the thought of JUST playing games on them was abhorrent to a lot of people. Then Atari came along with a new range of cheaper machines which had Player/Missile (Sprite) graphics, 4 channel sound generators, built-in joystick ports and cartridge software slots — features previously unheard of in home machines. And what happens? Well, people think they are just higher priced, super-duper games machines, and Atari find that they have a problem in actually trying to market them.

At the time, the market had not yet developed to the stage where home computers were regarded as the best machines for games and entertainment generally. The Atari VCS, Mattel Intellivision and other American machines, long since extinct, dominated the market for games, with all the titles on cartridge at around 30 dollars each.

Well, you would have thought that the software companies who jumped in to produce games software on cassette and disc for the Atari computers would have set low prices, say 10-15 dollars, to expand the sales of the new "games" machines, thus reducing the costs of manufacture for Atari etc, etc. If this had happened right from the start, Atari could have quickly dominated the scene in much the same way as Sinclair did with the Spectrum in the UK.

Unfortunately, the software houses thought that they could stick to the 30 dollar price, even on cassettes and discs which are very, very cheap to manufacture. MAJOR MISTAKE. The average consumer will only put up with high prices for a time, and then do one of two things: either stop buying games, or start copying other peoples.

Games companies producing software in the States have dropped like flies over the last 2-3 years, leading to a shortage of new Atari titles, leading to a drop in sales for Atari. Until Jack Tramiel came to the rescue.

Of course, Atari's attitude towards software companies in the old days did not help. They appeared to go out of their way to make it difficult for new companies to produce quality software, by restricting access to vital programming information, by not approving "unofficial" memory upgrades (which boosted the sales of the Atari 400 model, incidentally).

By not supporting the software companies whose efforts would have greatly expanded the market for the excellent Atari machines, Atari, in effect, cut their own throat. Now in 1985, of course, under its new leadership, Atari is making every effort to help those companies upon whose products Atari's very existence may come to depend!

The sad fact about the above sequence of events is that by now Atari would have dominated the world market for low price home computers, if only the marketing people at the time had seen sense and decided to market the machines at the prices at which they are available today. But the people in charge made enough mistakes for ten companies, let alone one!!

However the quality of the machines was never disputed and the current

Atari 130XE computer, the first really cheap 128k home computer, demonstrates that the technology and design of the first Atari was way ahead of its time back in the late 70s when they were introduced.

Clever entrepreneurs, like Clive Sinclair, were quick to see the market for low price machines, even if they lacked most of the features that the first Ataris had, and soon the Spectrum became the cheap entertainment computer that the Atari machine had tried to become. But now with the advances in technology, 128k computers with proper keyboards, proper sound chips and specially designed graphics chips are available from Atari for less than £200, opening the way for more software companies to produce games at the same prices that other people pay for Spectrum, CBM 64 and Amstrad games.

The next two years will undoubtedly see the launch of more sophisticated machines from not just Atari, but also Commodore and the MSX manufacturers, all aiming at educating the public to 16/32 bit processors with the "promise" of faster machines, superior graphics and cheaper prices.

As long as the hardware manufacturers follow the right path, and help the software companies, then there should be room for most of the major manufacturers to co-exist without the "Computer Wars" that have been waged over the last two or three years. We all know that competition is healthy, and generally in the interest of the consumer, so we should be able to look forward to more sophisticated games, satisfying a widening range of interests, with the emphasis on LOW PRICES, most of all.

If the American software companies realise this now, then the future for new titles for Atari machines looks very healthy. If they do not, then Jack Tramiel should start to worry right NOW!!!

MEMORIES ARE MADE OF THIS

Thanks for the memory — that's the message to Atari boss Jack Tramiel for the new Atari computers.

The XE 130 is the first Atari onto the market that has received the Tramiel treatment. At £169.99 for 128k RAM, it represents a remarkably good deal.

But it is the imminent arrival of the Atari ST range that is causing the real excitement. The 520 ST — which is 512k of RAM — is expected to sell at between £600 and £700. The price will include a separate 500k three and a half inch floppy disc drive.

Both the 520 ST and its companion 130ST have 192k ROM, expandable to a maximum of 320k via the cartridge slot.

With the new Atari computers, Tramiel certainly seems to be delivering his much vaunted sales philosophy of "Power Without the Price."

At the launch of the XE 130 earlier this year, Atari (UK) Sales and Marketing Manager, Rob Harding, said: "We didn't cut corners to achieve this price. What we have done is use the latest chip technology so that we have made one new chip do the work of several older ones. It not only decreases costs, but also boosts reliability."

And by sheer volume of manufacturing, Atari hopes to keep its costs way below those of its rivals.

Tramiel, the founder and former head of Commodore, bought Atari in July 1984 and immediately set about streamlining the company with the promise that it would provide technology for the "masses not classes."

Atari home computers were first introduced in 1978 with the 400 and 800 models. These were updated in 1983 with the Atari 600XL and 800XL, more powerful versions of the original machines.

Although the product was good and reliable, the UK mass market saw the machines as out of its price range.

Tramiel intends to change all that — not only with the new range but also by cutting the price of the older machines.

This means that an Atari 800XL with 64k RAM and Atari BASIC built-in can now be bought for around £129.99 compared with £249.99 previously.

Supporting peripherals such as the 1010 program recorder now sell for £34.99 (previously £49.99) and the 1050 disc drive for £199.99 (previously £299.99).

Atari's software was also overpriced in the UK. Titles that sold for around £30 can now be bought for around £7.99.

Added to the fact that most of Atari's software is compatible across the whole range of computers, many independent software houses should now be encouraged to produce their own titles for the Atari.

But as it is, Atari's own software range is very extensive both for games and utilities.

For example, the ATARIWRITER wordprocessing cartridge can be bought for £39.99 while ATARI LOGO, a schools educational language cartridge, costs £59.99. There are also teach yourself courses on foreign languages and BASIC programming. So there's little doubt of the potential now being displayed by Atari.

The mass computer market is still headed by the Spectrum and the Commodore 64, though, in many eyes, Amstrad has now firmly staked its claim as the number three machine. Will Atari be able to break the stranglehold on the market?

Atari boss, Jack Tramiel, is confident of once again becoming a formidable force in the personal computer market. Cynics say he cannot do it. Now only time will tell if Atari's potential is ever realised. If not, it could well be just thanks for the memory, Atari.

—HELPLINE—

If you have any queries or problems relating to Atari or its products, why not call Atari's Helpline on (01) 309 7770.

The Helpline is staffed throughout the week and it now operates on Saturday as well.

Full Prestel facilities are now available to Atari users with the arrival of Miracle Technology's Multi-Viewterm *Datatari* modem interface and software package.

The *Datatari* interface and Multi-Viewterm disc-based software gives the Atari owner not only access to Prestel, and other previously inaccessible viewdata systems, but also to electronic mail, telex, database and user-user communications — plus allowing Telesoftware downloading.

The package can be used with Atari models 400, 800, 600XL, 65XEM, 65XEP and 130XE.

The cost by mail order will be £59.95 inclusive of VAT.

DRAGONWORLD

Of the few Telarium (ex-Trillium) adventures I have played, *Dragonworld* is by far the best. One of the reasons I say this is because it was the first one in which I was able to play from beginning to end without having to go through one of those — dare I say it? — silly arcade games! That, for me, has been the downfall in other games in this series.

Then again, if Adventures with a quick burst of arcade action are your thing, you can take such a route through the game and that, I feel, makes *Dragonworld* just that bit special.

Just as in real life, there is no right or wrong way to go about things. Each time he plays, the adventurer may find new and better ways of solving the same puzzle!

In fact, in many ways, the game reminded me of *Sorceror of Claymorgue Castle* in that you can use things you find in a multitude of different ways. Use the wrong item in the wrong place and you'll eventually come screaming to a halt, I hasten to add!

Most of the action takes place in Kandesh, a city typical of its time, even down to the bazaar where it is possible to meet a tailor who bears a remarkable resemblance to a certain cartoon Dungeonmaster — not that I watch it, of course!

It is even possible to take your good friend Hawkwind for a quick drink in the bar. He's a great guy, always on hand to offer advice or help in any sticky situation that might arise. *(Just like the Adventure Helpline plus drinks, eh Keith)?*

Dragonworld has some really great graphics, and for once, much to my delight, I left them on the whole way through this classic — a first for me, I must admit!

Also, from time to time you are treated to a short burst of music to highlight reaching a milestone in your quest to free the last dragon in *Dragonworld*.

Right — now for some of the not-so-good points! One example is when I tried to cross the castle courtyard with a young prince I had rescued from the assassin's dungeon. I wanted to disguise the prince with an assassin's cowl and I found I could not do so without a spare one. But I was carrying five of them at the time! Not to worry, the problem was soon solved another way — remember that I said earlier there were many ways of solving a problem!

The other idea I'm not too sure about is having coded clues on the back of the instruction booklet — rather like leaving a bag of sweets in reach of young kiddies, as far as adventurers are concerned! And, of course, the Commodore disc loading speed — or should I say lack of it — slows the game down.

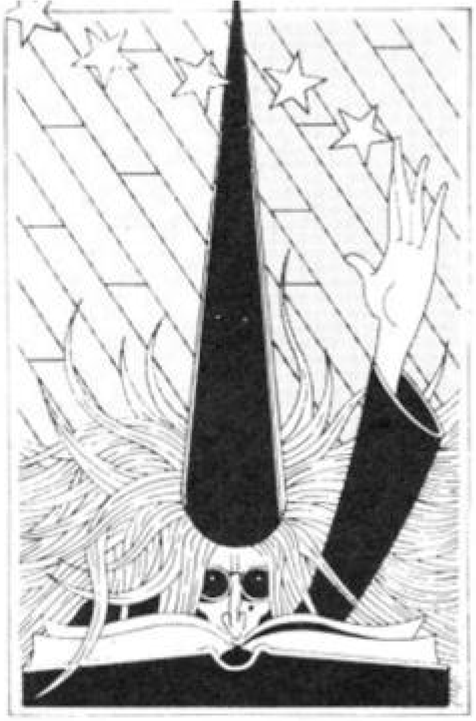
I must say that *Dragonworld* is one of the better adventures I have played for some time, and should provide many hours of spills and thrills for adventurers of moderate skill. I can't wait to see what Telarium have to offer next!

Dragonworld is available on disc only for the Commodore 64 and Apple II series.

- Personal Rating: 9

Paul Coppins

•REVIEWS•



TEMPLE OF APSHAI

No doubt any Atari adventurer of long standing will have heard of, if not played the *Temple of Apshai*. Now CBS Software, with the aid of Epyx, have made this available on a Commodore disc.

To give this new version a good try, I blew the dust off my old Atari copy and loaded both to see how they compared. Before I give my verdict, I'd better tell those adventurers unfamiliar with the game just what things are afoot.

The *Temple of Apshai* is based on a dungeon with four levels. Each must be entered to recover the 80 different treasures that are to be found. Each of the levels is packed full of hidden traps, secret passages and rooms. Some are hidden by concealed doors, whilst others are more open — or are they?

The two different versions are very similar and the dungeons seemed in all respects to be the same down to the position of the traps and secret doors. The new Commodore version does have much better colour graphics and sound effects, although this seems to have been at the expense of keyboard response.

For that reason, in my eagerness to play, I found the Atari version more exciting, whilst the number of arrows I wasted on thin air with the Commodore got a bit maddening at times. This was mainly due to the fact that I killed a monster but the computer was still carrying on combat commands from one move back.

If you have not played a version of the game before, then you might not even notice this effect. Overall, a good Adventure, worthy of its translation.

- Personal Rating: 5

Paul Coppins

CURSE OF THE SEVEN FACES

After recently playing *Clues 'O'* from Imperial Software (*C&VG* June, Personal Rating 5), I was none too keen to load a second offering from the same source, in a similarly plain looking inlay. One shouldn't be influenced by the packaging of course, but it's difficult.

The game started by telling me about yet another evil wizard and how I must get his spell book, staff, hat and cloak, and what little hope I still held vanished!

It returned very quickly as I got into the game. A variety of original locations, and some surprise ways of finding new exits, combined with well-written and fairly lengthy descriptions to make an interesting game.

My journey took me through a room of seven mirrors into a forest and a magic garden, whilst other routes led to the troll king rest room, from where his castle could be explored.

Eventually I came across the troll king himself, standing by a rickety bridge and demanding the return of his crown before he would allow me across! Well, I didn't have it for sure!

The input can be the usual two words most of the time, but longer phrases are supported, increasing the player's options for inventive solutions. Being in machine code, the response is immediate and the replies, although not identifying an invalid word, do give a clue as to whether a command is unrecognised or impossible.

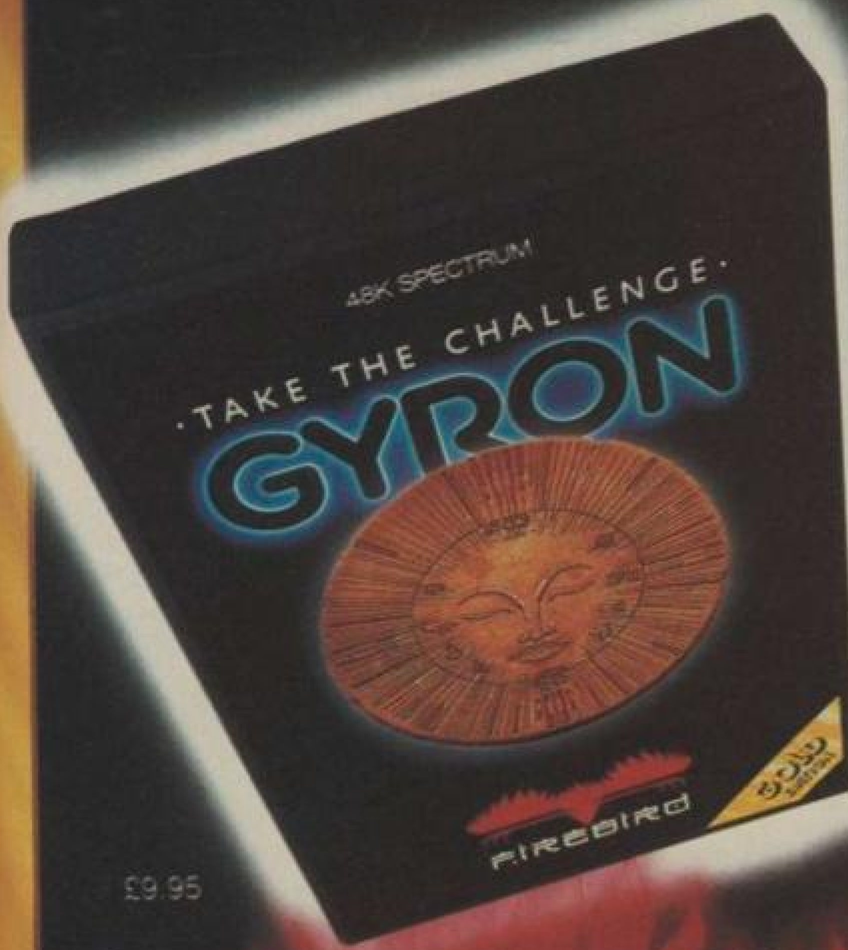
I would only fault the game on the fact that, from a number of locations, there are too many exits listed that lead nowhere — in other words, to the room you are already in. This tends to make the text and size look a bit Infocomish and, while some of the text is up to that standard, the size of the game is obviously not. Oh — that and the maze! I HATE mazes!

Perhaps a little overpriced at £8.95, *Curse of the Seven Faces* is for the 48k Spectrum from Imperial Software of Imperial House, 153 Churchill Road, Parkstone, Poole, Dorset, Tel: 0202-721666.

- Personal Rating: 7

Keith Campbell

FROM OUT OF THE FIRE.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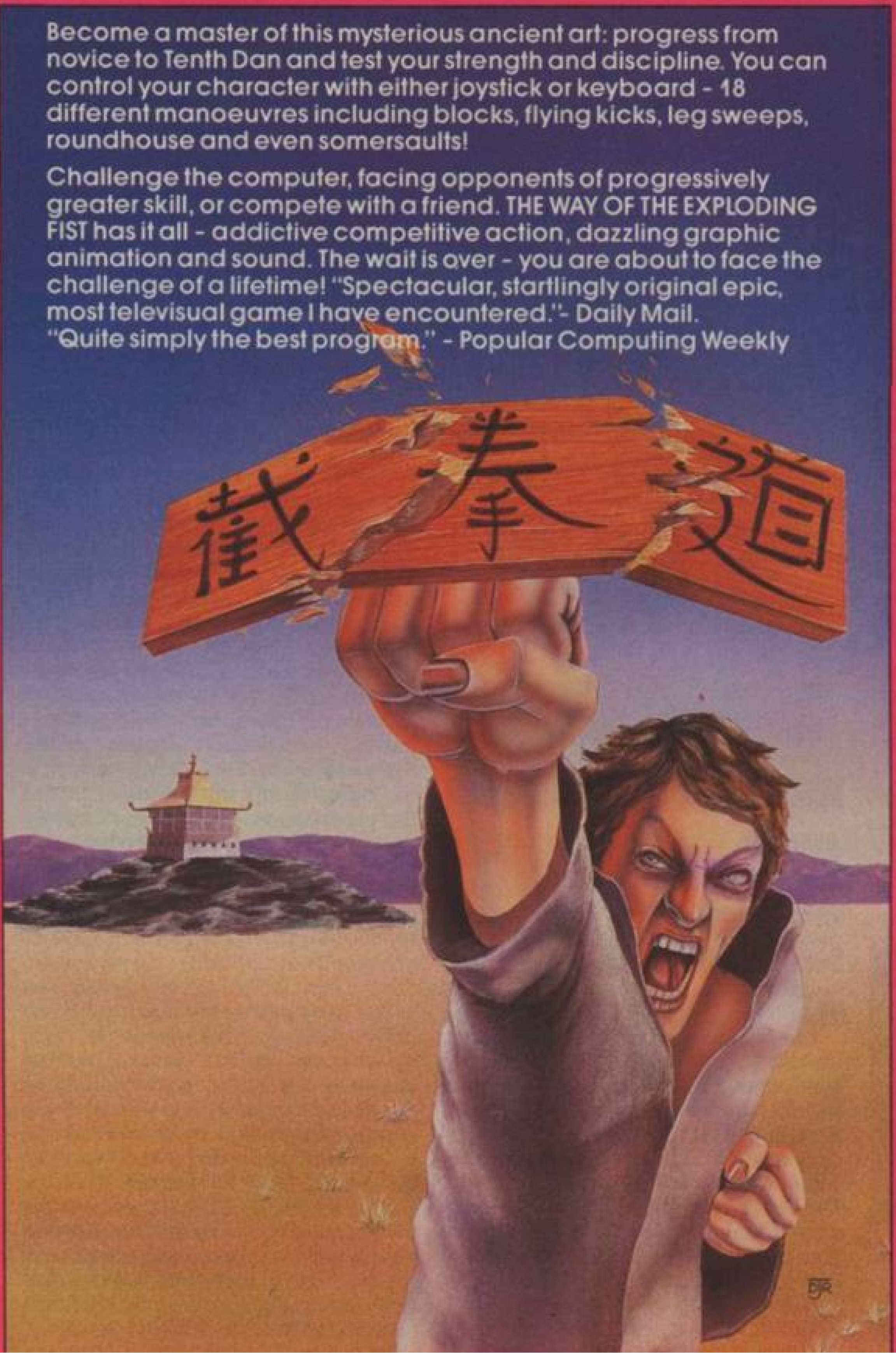

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Bentalls, Wood Street, Kingston-upon-Thames
Landau Electronics, 215 High Street, Sutton

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Aberdeenshire

Dee Micro, 278 George Street, Aberdeen
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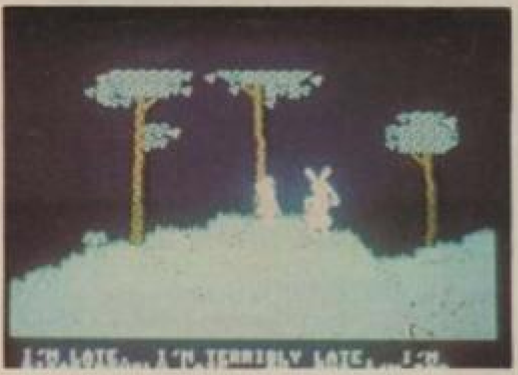


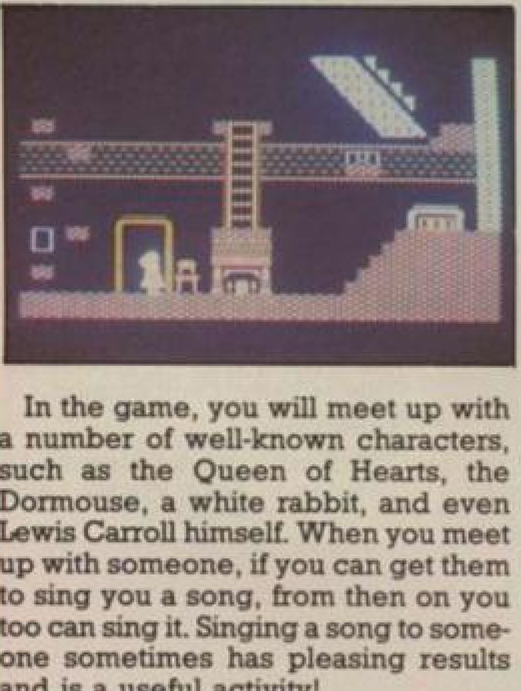
ALICE IN WONDERLAND

This is a disc game in the Windham Classics series from Spinnaker Software and it falls right between the arcade and text categories. There are occasions when skill with a joystick is necessary to be able to make progress — there are also problems to be sorted out.

The method of play is by joystick only, but text commands can be entered by pulling the joystick towards you and pressing the button. You are then presented with a list of verbs (text icons perhaps?) and by moving a highlighting cursor across them and pressing the button, you can select the verb you want. A suitable reply will then replace the verb list.

In this underground world you must manipulate Alice to run, jump, crawl and crouch, to get to many of the locations in the game. If Alice is in possession of a parasol, then she can float downwards instead of falling abruptly, (for which there is a time penalty) should she miss her target when she jumps. While in "parasol" mode, which is achieved by holding the fire button down, she can also be steered.

There is a large adventure map, and each picture is read in from disc as Alice moves from one location to another.



In the game, you will meet up with a number of well-known characters, such as the Queen of Hearts, the Dormouse, a white rabbit, and even Lewis Carroll himself. When you meet up with someone, if you can get them to sing you a song, from then on you too can sing it. Singing a song to someone sometimes has pleasing results and is a useful activity!

Play takes place over 65 days and some events and exits depend upon being in the right place at the right time. You can question what day it is, but the time of day is displayed on a number of clocks that are part of the furniture in some of the locations.

I found *Alice* just about scraped into the Adventure category — but you need a good joystick hand! It is a charming game which should delight the younger computer games player and plenty of older ones as well.

Alice is from Spinnaker Software for Commodore 64, Apple II, and IBM PC.

- Personal Rating: 8

Keith Campbell

•REVIEWS•

ASHKERON!

Ashkeron is an Adventure with yet another approach to graphics. It is described as a "walk-thru" graphics system with locations opening out in perspective before your very eyes. This is not quite an apt description, but nevertheless the method is quite effective.

The graphics window occupies the top third of the screen. Moving east or west "slides" the picture across left or right a frame — you can hear it brushing past! Going north or south causes the picture to "split open", for want of a better description.

Moving east/west is therefore very similar to the 3D scrolling Adventure. This method is more consistent, since all movements are by text input or joystick.

Talking of text, there is quite a lot of it. Events happen whilst you are thinking and there are characters you can talk to, as in: SAY TO BOY "SADDLE HORSE". Shades of *Hobbit!*

The objective is to find five treasures stolen by the wizard and return them to the princess before crowning her. All this takes place in a castle which houses, among other things, a frisky horse, a temperamental cook and a bedroom-infesting fly!

Is the executioner in the torture chamber as evil as he seems? Will the butler ever serve that jugged hare? And oh dear — when will the wizard stop his imitation of the Wizard of Frobozz? Still, that will hardly worry Amstrad and Spectrum adventurers who are unlikely to have seen his antics?

Ashkeron is a very playable adventure from Mirrorsoft and is destined, I think, to become very popular. It is for the 48k Spectrum and Amstrad CPC464.

- Personal Rating: 7

Keith Campbell

ASSASSIN

Following hot on the heels of *Island of Xaan* comes *Assassin* from Robico Software, another machine code text Adventure for the BBC.

The game has what promises to be a good plot and performs every bit as well as its predecessor, but I have my reservations about it.

You are Rick Hanson — Special Agent — and find yourself in a disused railway station. Most of the buildings are closed down and boarded up and the platforms are sealed off. Only the occasional freight train seems to thunder through, heading towards the dark entrance of the tunnel just up the line.

There is trouble in store for you if you try to leave, in the shape of a mysterious character hiding behind a parked car outside. There is also danger from within, for a stranger in dark glasses and upturned collar is on the prowl, and he's none too friendly!

An explosive tape recorder — so what's new? — tells you your mission, which is to assassinate General Garantz, who is "threatening to nuke the lot of us". The message suggests you stay overnight at the Tavern in the next village. It's just getting there that is the hard part!

The text in this game is very descriptive, as in "...rusty patches surround the bulbous rivets that line the metal walls ..." However, there seems little point in such descriptions, when they apparently have no use. EXAMINE RIVETS merely gets the reply I CAN'T GUESS, the game's way of informing you it doesn't understand. This phrase is repeated all too often in reply to commands which the player will very likely use to try to crack the problems.

The method of escaping from the station — assuming I am on the right track — is cleverly implemented. But although I have escaped, I have not yet managed to get through the tunnel, let alone reach the next village.

Adventures are problem games, but this one is very frustrating for its lack of clues coupled with its poor command vocabulary and CAN'T GUESS replies.

The SAVE GAME option is rather unusual in that it calls for a file name to be entered. This can be a problem if you inadvertently type in a non-existent file name when you try to restore a saved game, as the computer will lock up and you will have to reload the main program.

I really did persevere with this game, but ended up with one big question. Why do British Rail only employ aggresive guards expert in Oriental fighting techniques on their goods trains? And why do their trains only run in one direction?

Assassin is for the BBC B from Robico.

●Personal Rating: 6

Keith Campbell

BORED OF THE RINGS

Down at Fag End, Bimbo is talking to Grandalf. They are seeking a lemming-like individual for a suicide mission. Guess who walks in?

Yes, it's you — fresh from a party of belching boggits. "Catch", remarks Bimbo, and throws you a small gold ring-like object. With astonishing lack of deftness, you catch it.

Perhaps the single most famous computer-graphics picture in the world is that of a comfortable tunnel-like room with a green door, and this is where you now find yourself. The room is complete with green door and purple carpet — the only thing that's missing is a chest.

Thus you learn your quest as Fordo Faggins, a feeble yet fat boggit, favourite nephew of Bimbo, and cowardly star of *Bored of the Rings*.

You must take the ring to the black Land of Dormor, and destroy it! But first you must go to Rivendull and Smelrond, and in the company of your friends Spam, Pimply and Murky.

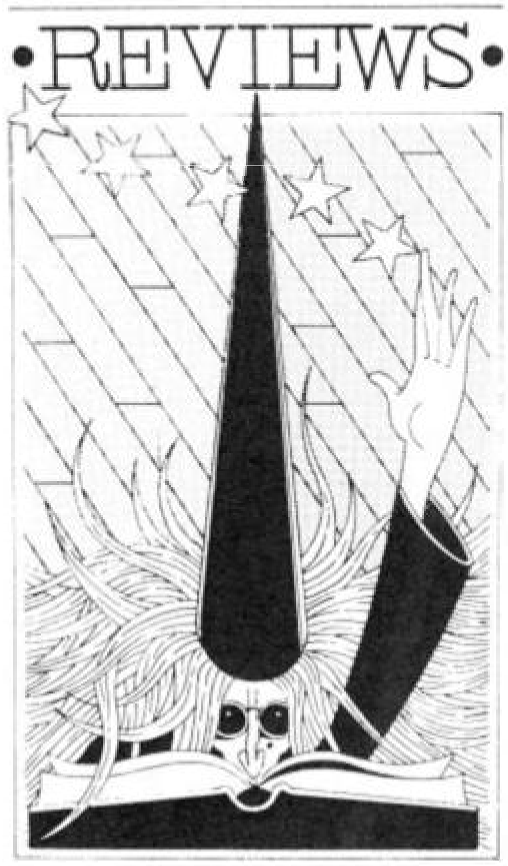
So you head east and before long come across Farmer Faggot's Triffid Farm, where many barrels of ale are stacked against a wall. "Drink Ale" of course! "Fordo drank the ale, hiccupped twice, threw up all over the place, fell over and felt much better." So Fordo heads off to the River Brandname, whose source is the Great Burst Water Pipe and which is crossed by what looks remarkably like the Clifton suspension bridge. Go on, work it out!

Bored of the Rings is a must for *Hobbit*-haters, and lovers of parody. It has large amounts of text in a Gothic character set which will, at the very least, bring a smile to your face and occasional pictures which only display the first time you enter a location, or type LOOK.

Perhaps the most surprising thing is that it was written with the Quill and Illustrator. I say surprising because it does not have the look of a typical Quilled adventure — but then it certainly isn't a run-of-the-mill adventure anyway.

It comes in three parts on cassette or microdrive and each part must be completed before proceeding to the next. There are many locations to explore and, although I nowhere near visited them all, the map provided in the instruction book shows such places as Berkwood and Bewilderland.

There's even the Land of the Cruel Reviewers. Perhaps that's where I should head — for one of the replies shows the game has no class. Yes, I spoilt it all by typing HELP!



Bored of the Rings is from Delta 4 for 48k Spectrum, cassette version at £5.95, microdrive version at £8.95.

●Personal Rating: 8

Keith Campbell

THE HELM

The Helm is another Spectrum game written using the Quill and is text only. The object is to find and restore the sacred and powerful Helm of Immortality, currently held by the evil Lich. I groaned inwardly as I read about the plot — about as original as a sandwich in a lunch box.

The Adventure lived up to my expectations in terms of its plot and problems — nothing special, as they say. Locked chest in first location. Solution — open chest with key I am carrying. Get knife since it's sure to be needed elsewhere. Come across unclimbable rope hanging from tree. Solution — cut rope with knife. To be fair, they do get more difficult, but seem rather mundane.

What does make the game different, though, is the style of text. Instead of saying "I see ..." followed by a list of objects present, the narrative goes: "Upon further careful opticular contemplation of the immediate surrounding environment, I find the following" and then the list. Unusual the first time round, maddening by the tenth.

But it doesn't end there! Should you type a command that the program doesn't understand, such as "Move rubble" at the blocked mountian pass, you will receive the following message: "Unfortunately your sub-human linguistical attempts at simple communication are beyond me. Try conversing in the Queen's English."

A message that strong is a dangerous thing to put in any Adventure with a vocabulary any smaller than the standard set by Infocom. Best to play safe, on the basis that the programmer is more likely to have made an error of omission in the vocab., than the player a typing or spelling error.

Overall, the game performed well, but didn't hold my interest for very long and the attempts at humour wore thin very quickly. What I did like was the squelchy sound every time I pressed a key. Just what I thought a Spectrum keyboard should sound like!

The Helm is for 48k Spectrum from Firebird Software.

●Personal Rating: 5

Keith Campbell

SERPENT FROM HELL

Why do I always get the worst games to review? The grave error of judgement I was forced to play this month is called *Serpent from Hell*.

The plot printed on the cassette inlay has a very suspect feel about it. The main idea is that the world is about to be destroyed by an evil force called Goroth, the Serpent from Hell. You, being the last remaining Knight of the Round Table, have to find the sword Excalibur and destroy Goroth.

It may be a good idea to quote from a legend, but when you get two of them muddled up and then produce a bad game, it's asking for trouble!

The program is written in a mixture of Basic and machine code, so the responses are quite fast, but the vocabulary lets the game down.

Graphics are to be found in the game, but to me these were so slow and boring that they seemed a complete waste of time and memory.

Serpent from Hell is for the 48k Spectrum, priced £1.99, but only worth the cassette it is recorded on.

●Personal Rating: Avoid at all costs!

Simon Marsh

The *C&VG* Adventure Club is proving incredibly successful! With over 1,000 members already. If you want instant help from our phone-in Helpline, a newsletter and a neat badge, then watch this space for another chance to join.

DON'T LET THE GREMLINS GET THE BETTER OF YOU, WRITE TO...
ADVENTURE
HELPLINE

ADVENTURE CHAT

The Helpline isn't just a series of problems and clues! Many readers write to express their views on Adventure games, and ideas for the column — like Gareth Williams of Swansea! "How about a poll to find the favourite ending of an Adventure?" he asks.

He continues: "People could let you know a score out of ten and you could work out the average and print the top ones each month!" Gareth goes on to say his favourite Adventure endings are *TKV:* 8, *Hobbit:* 7, *Hulk:* 6; and *Adventureland:* 2.

Another idea comes from Mark Hardwidge of Tonypandy. "I have decided to ask you to initiate a new Hall of Fame in the Adventure world," says Mark. "It will be called 'Adventure in which it is impossible to make progress' and let me have the honour of putting forward the first nominee — *Jewels of Babylon.* This game is totally without any logical progression. How in the name of Adams are you expected to win through if the game gives you no leeway whatsoever?"

Matthew Rily of Northfield, Birmingham, is a purist adventurer. "Please relay a message to Melbourne House — don't sacrifice complexity and descriptions in *Lords of the Rings* just for graphics. A true connoisseur prefers to do without these altogether — and not just have a graphics off switch, because memory is still consumed," he suggests.

Rainer Fuchs writes from Frankfurt about getting past the Cavemen in *Lords of Time.* He has managed to do it the "wrong" way!

"If you offer the caveman more than one object, eg GIVE MIRROR AND SHOVEL, the Fairy Queen from Time Zone 1 will appear, hand you a coin and disappear together with the Cavemen. You can also do this to get the cask of ale from the bartender."

Of course, Rainer knew this wan't the right way to go about things, so even though he had got over the problem he adds: "But what do those cavemen REALLY want?" That shows that the true adventurer is never a happy cheat — he just HAS to know the right answer!

C&VG has a large number of readers in Germany, and many have written to the Helpline over the past couple of years. Now here's an unusual appeal for help! Actung, German readers! Brian Longstaff of Sheffield is attending Adult Education classes in German and hit upon the idea of taking along some German language adventures, as a learning aid. Unfortunately, despite contacting some German friends, and looking around in the UK, he has not been able to find any!

Brian's search may soon be over for, up in Birmingham at Adventure International UK, Mike Woodroffe and his team are busy translating Adventures into Spanish and German. First language will be Spanish and the first game will be *Gremlins,* followed by *Hulk.*

"Mike's getting quite good at Spanish," his wife Pat told me, "he's wandering round all day muttering phrases like "un enjambre de hormigas" and "Acuerdo Pesadillo"*.

In the meantime, if there are any German readers who know of any German produced Adventures, please let me know so I can pass on the information to Brian. Details of the software company, micro and price would be most useful!

**Translation: A swarm of ants. Remember Nightmare!*

ELEMENTARY CHEATING

In the Spectrum version of *Sherlock,* when Lestrade is at Kings Cross Road on the way back to the police station on Monday evening, one move before he climbs into the cab say to cabbie "Go to Bishop's Road" or any place name as long as it is not Parliament Street. This puts Lestrade in a predicament, as he cannot get out, so early on Tuesday morning he will not enter and tell you to try again! Andrew Watts of Swansea wins a T-shirt for this ingenious way of getting his own way!

A-LEVEL CHEATING

Ivan Lamont and his friend Simon Walsh were slaving away in Dublin and fell drastically behind schedule, so they started off by using the "usual Level 9 verb check": `FOR I%=&E00 TO &7C00:J%=?I%:IFJ%>31 VDU J%:NEXT ELSE NEXT`

"Nothing unexpected," says Ivan. Then they had a really sneaky idea. What about restoring the game with some dummy location files? They found some really interesting things. "So here's what you do," explained Ivan.

Save your best game position, and then hit BREAK. Type: `PAGE = &1900: *LOAD"ADVDAT" 0E00`

When it's loaded, quite a few object positions are held between &10D0 and &1169. Set them all to one room 'say room &24 beside the fence' and save using: `*SAVE "ADVDAT" 0E00 1FF FFFF.`

Now reload the main program and load it up. If you find the things then you'll get "quite a surprise!"

IMPASSIONED PLEAS

"Dear Lord Campbell," writes Kieran O'Donnell of Dundalk, "Ruler of Pimaniacs, Lord of the asylum and all-round jolly good fellow!" I get the feeling I'm being softened up... "We are nearly there in *Philospher's Quest.* We are masters of the ME passages, we've cheered the octopus, fed the mouse, found Spots, the elephant runs away from us in terror, but how do you get out of the cell full of holes?

"*Philosopher's Quest* will bite the dust yet! We do not give in!" I can't

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help! Who can?

Mark Eldridge is one of many troubled by the *Eurekas!* How can he get past the guard outside the bunker, out of the plantation without getting killed, into the Roman army camp or past the robbers?

In *Castle of Terror*, Steve King can't find a stake to kill Dracula. Although he can turn him into a bat, Drace just flies off out of the window.

Clare Ward of Barnsley has explored several rooms in the *Castle of Terror*, but not been able to get out, of the room full of treasure. He who can lead the way may be well rewarded!

Tim Sattelkav writes to say that although *C&VG* is very expensive in his native West Germany, he buys it because it's better than any German computer magazine. "So please don't disappoint me — help me out of my dilemma in some adventures! I was able to give him some help, but only a little. So who can help prove that not only is *C&VG* the best magazine around but that its readers are the best bunch any magazine can have? Tim wants to know what direction to take from the Puerto Rican docks to get to Martinique, in *Critical Mass*, and what can he do, other than running, to get into better shape in *Mission Asteroid?*

Who can help an old man called Martin Jordan across the road in *Pub Quest?*

My heartfelt thanks to everyone who has written in with the solution to crossing the lake in *Commodore Quest*. I hope I've managed to write to you all individually, but can't mention you all here or the *Helpline* would take up an extra page!

Duncan Williams of Clacton can't get any commands to work when he is in the stone ruins of *The Island*. he is sure the treasure is there, as the riddles tell him it will be in a place of worship. Is he right?

And finally, "Please will you print a clue on how to light a fire in *Eye of Bain*, which I hope will enable me to pass the shapeless beast lurking in the well? asks G. Pearce of Cardiff. Trouble is, I can't GP — I don't know myself! Now if some kind reader...

IS IT ONE OR NOT?

When is an Adventure not an Adventure?

The picture has changed completely since I was a lad. First there was the graphical Adventure, with a picture of every location which displayed as you entered. Then came a new breed — the so-called arcade Adventure — which made its debut on machines such as the Atari games computer and soon found its way on to micros when graphics and memory were up to it.

This type of Adventure is all graphics and no words, relying on joystick control to move from screen to screen and to pick up objects. Not quite like "shoot-'em-up" arcade games, it tends to rely more on joystick technique than problem solving. A new and very popular example is *Castle Quest* and, although I have not played it, this seems by all accounts to have more genuine problems than the average arcade Adventure.

A hybrid between graphical and arcade Adventure is the 3D-scrolling Adventure.

Then there's the strategy/Adventure as in *Lords of Midnight* and *Shadowfire*. *Shadowfire* does have a small amount of text, but uses icons in place of words to issue commands. Once the method of controlling the game is mastered, *Shadowfire* becomes an intriguing game and it will be interesting to see this technique developed further, as surely it will.

So from now on, the Adventure section of *C&VG* will be confining itself to Adventure games that don't rely purely on skill in handling a joystick.

Which brings me to the big problem of the month! Shall I review *Alice in Wonderland* from Spinnaker Software? This game breaks all the rules of category I've just mentioned! OK then — as I've played it, I might as well! You'll find my review on page 104.

RAPID REMEDIES

Help comes this month from Mark Eldridge, Jason Karklins, Chris Merchant, Brian Lucas, Wayne Gooderham, Paul Williams and Peter Warnes.

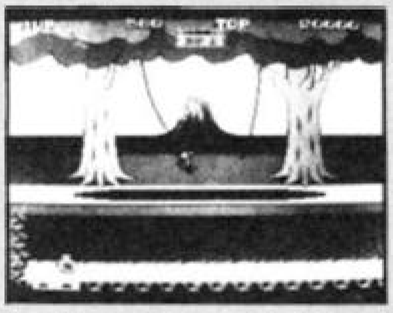
EUREKA *(Arthurian):*
Remove the P from bone and find the anagram of the song for the singer.
EUREKA *(Germany):*
The guard inside Gestapo HQ is an alcoholic and with a bar opposite.
CATACOMBS:
To get past the boulder, type TRACE SYMBOL. Say BOO to the demon.
MYSTERY OF MUNROE MANOR:
There are two keys in the game, one read and one brass. One will open the wardrobe.

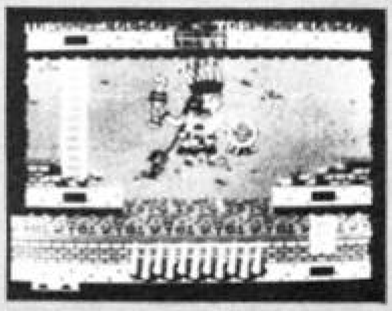
To pass the status, pay your toll and look around the room.
QUEST *(Commodore):*
Say hello to the dwarf.

Before saying the magic word, wear the cloak for a watery trip.
FOREST AT WORLD'S END:
If attacked by wolves, ask for help and wait for it. Clean a glowing rock.
SAVAGE ISLAND (1):
Vine cutting poses a deep problem. There's light at the end of the voyage.
EUREKA *(Caribbean):*
To start, Meep meep, Nero, Mordred and Anvil Chorus.
EYE OF BAIN:
Feed the magpie to view its nest — it's worth a look!
ERIK THE VIKING!
Let the bird spit before eating!'
RENDEZVOUS WITH RAMA:
To dock, turn red to white.
EUREKA *(Roman):*
To leave leper colony, give the mad one a good breakfast!

Where is the witch? NW from the cypress grove. To kill wolf, drop the stone on it.
KENTILLA!
Dry moss on scorched plains before giving it to the chief cavezat for rope.
RING OF POWER:
No coins and want to go up in the world? Credit will give you a lift.
QUEST FOR THE HOLY GRAIL:
To find the holy hand grenade, dig in the very muddy area.
SPIDERMAN:
To stun Electro, the answer is a short one!

ARCADE ACTION





PITFALL II

The adventures of Pitfall Harry continue, and those of you who own a home computer may already have met the intrepid explorer created by American software house, Activision.

Arcade manufacturer, Sega, has bought the rights to *Pitfall I* and *Pitfall II — The Lost Caverns* and, for a change, an arcade game has been produced from a computer game. That happened once last year when *Boulder Dash* was converted for the arcades.

Pitfall II — The Lost Caverns is an amalgamation of Pitfall I and II and is as good as, if not better than, the computer game.

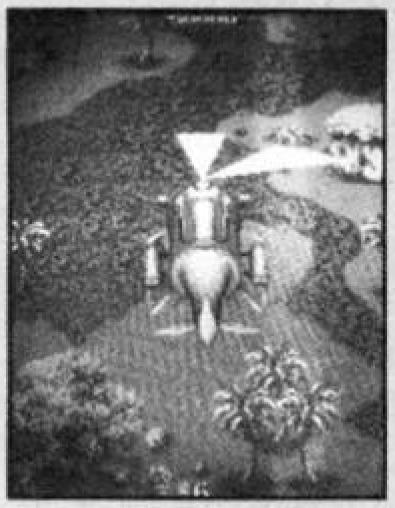
You start off by guiding Harry over a number of small potholes — within these lie deadly scorpions. Using the joystick and jump button, you must swing him across a lake using some handy hanging ropes. Logs must be jumped and you are into a compelling and playable game.

The aim is to enter the vast caverns beneath the earth's surface and find lost treasures. Keys, when picked up, will open passageways leading deeper underground.

Many dangers await Harry and, other than scorpions and frogs which lie underground, crocodiles lurk in the murky patches of water that must be crossed. In one screen, Harry must ascend a bottomless pit, hanging onto a balloon. Swarms of bees instantly attack though they can be dodged, with careful manoeuvring of the joystick.

A scene from the film *Indiana Jones and the Temple of Doom* has also found its way into the game. Harry leaps into a mining cart and whizzes off on a hair-raising, roller coaster ride into the depths, jumping chasms and generally behaving like Harrison Ford.

Pitfall II — The Lost Caverns is an enjoyable game though it may be too well known to be an instant hit in the arcades. Only time will tell.



COMMANDO

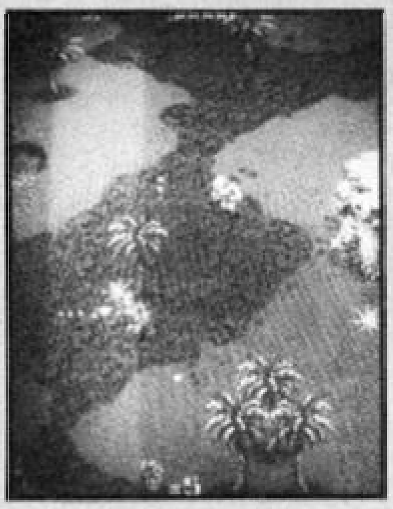
Spend 30 pence and join the commandoes in their fight against guerilla warfare.

Commando from the Japanese company, Capcom, is a game with a distinct military flavour. You play Super Joe, a crack jungle fighter, who is dropped behind enemy lines to wipe out an army of invading guerillas — not the furry kind.

Such is your talent that you are sent in alone, and, in my experience, face almost certain death. After all, commandoes don't have nine lives, only three — and they are easily lost.

A chopper takes you in. The trees sway alarmingly under the sudden downrush of air and the noise is both realistic and deafening. Armed with a gun and unlimited shots, and a grenade that needs replenishing, you creep forward.

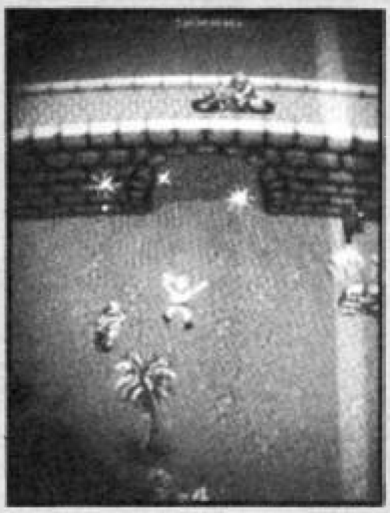
Trapped! Six evil-looking guerillas appear, firing erratically at you. Bullets scream across the jungle floor as you let them have it with your sub-machine gun.



A new screen. Cannon fire rips through the silence but, being super-human, you manage to dodge that as well. A bridge looms ahead and on it sits a soldier on a motorbike. Can you take him out?

Points are scored for rescuing captives and destroying enemy generals and their headquarters. Further on in the game, the various stages each require a different approach and you will have to learn new techniques in getting from one side to the other. Avoid enemy trucks and jeeps — they will attempt to mow you down.

The jungle is very sparse with only a few scattered palm trees — some screens have none — and you are not offered much cover in your mad dash across each screen.



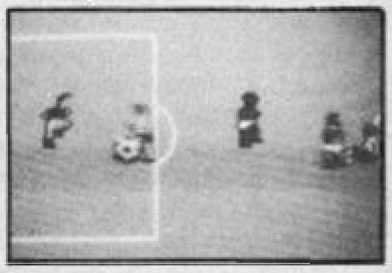
A rousing jingle accompanies this fast and active game. Movement is smooth and the graphics are well defined in cartoon style, though they are not particularly colourful. Everything is that revolting shade of khaki befitting a game on the armed forces.

INDOOR SOCCER

Cheerleaders bounce onto the field, kick their legs and wiggle their bottoms. It's time for the match to start. Two teams stroll onto the pitch, their numbers sadly depleted, but ready, nevertheless, to kick their way to fame.

Indoor Soccer from Universal is the most inaccurate pretence at a sports simulation I've come across. The aim is to beat the computer, or a friend, at a game of football. However, it turns out that winning is not the aim — it's harder to lose!

Whatever happened to eleven-a-side? Each team has only three players including the goalkeepers. The keepers don't do an awful lot and the other four seem to spend more time kicking their opponents than the ball. Universal does not consider these unsporting activities as fouls and no penalties are issued. The ref. is probably smiling.



One despondent player comments, "You can play for hours — it's very easy." I watch as he controls the red team, taking the ball straight to the goal. The blue team — controlled by the computer — are busy kicking each other and paying no attention. The ball goes in and the score is recorded. No matter that it is a home goal. He eventually gave up with the score standing at 7 to 0. The computer lost.

Someone else takes his place. The game starts and then the whistle blows — three minutes is up and the cheerleaders trot back. The crowd roars for the winning team — or maybe for the losers — and it's time to shovel in more money to give the computer another chance to win.

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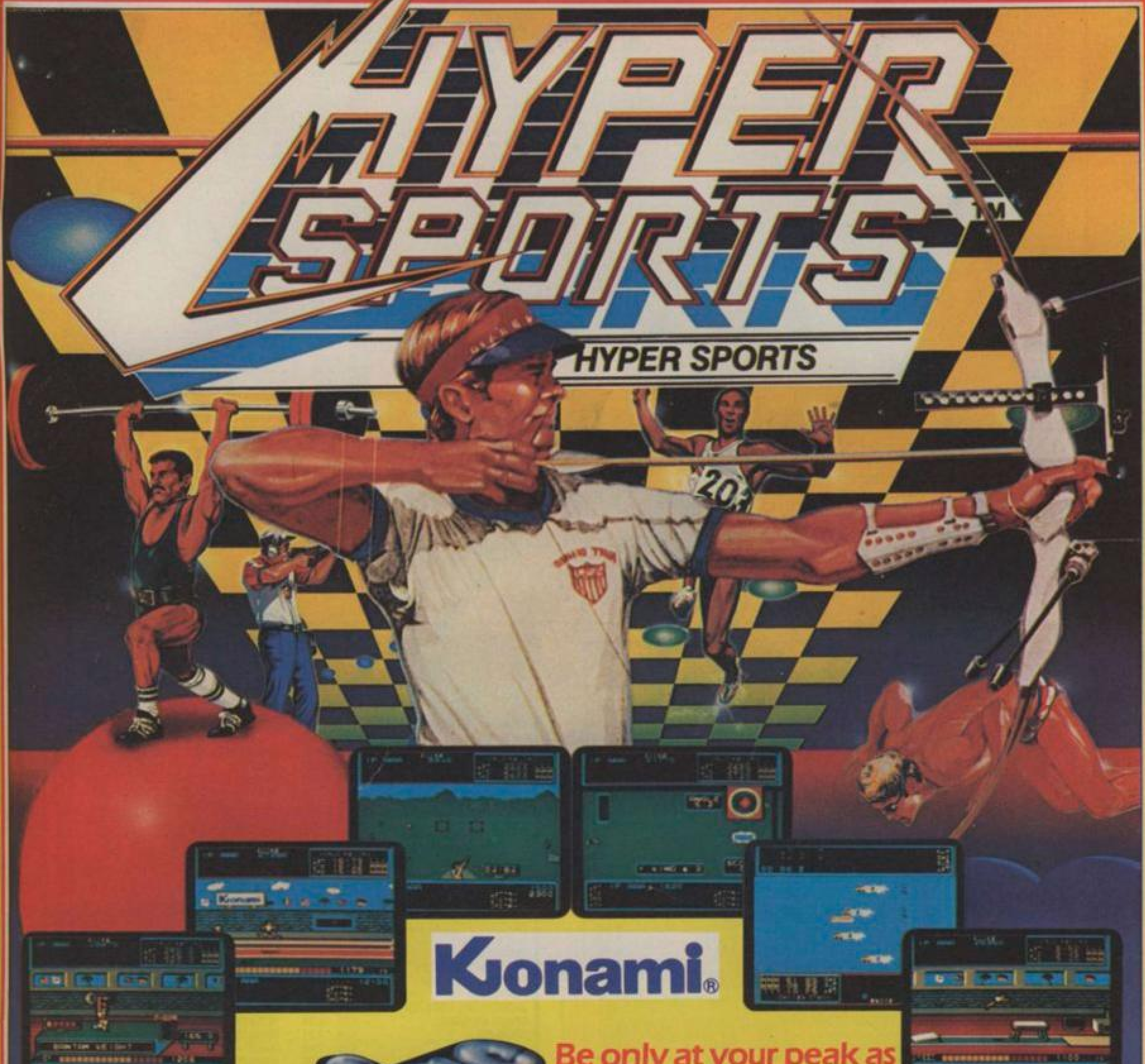

Imagine

..the name of the game

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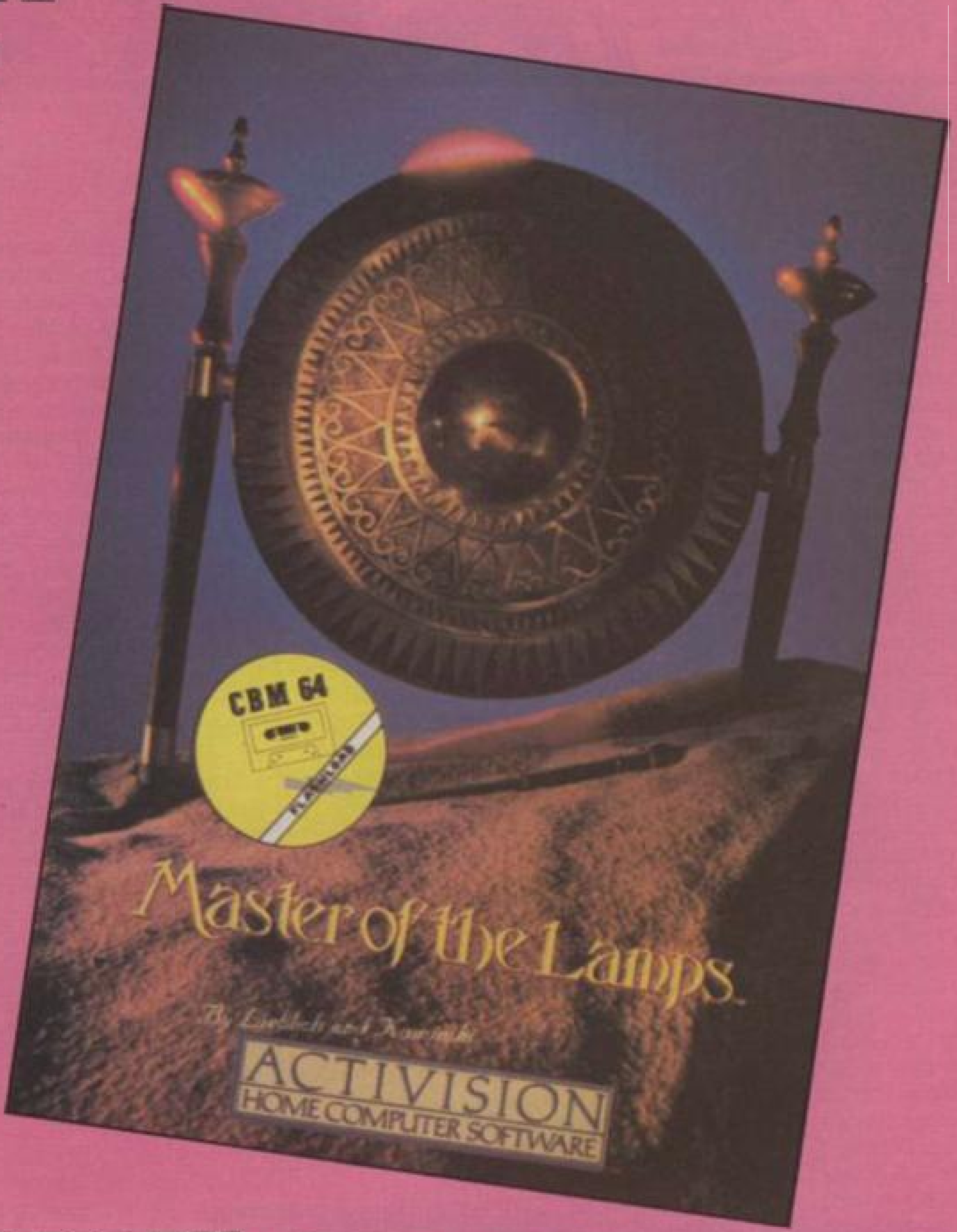
COMPETITION

MASTER OF THE LAMPS



Journey with us to a mystic land and meet the *Master of the Lamps.*

That's the magic prize in another great *Computer & Video Games* competition which is full of eastern promise.

Our friends at Activision have made available 25 copies of their latest spell-binding game for you to win.

Master of the Lamps allows you to embark on a three-dimensional magic carpet ride into an incredible world of genies and danger.

You have to solve riddles of music, memory and colour in order to help a young prince reconstruct magic lamps and recapture mischievous genies.

Here's how you can win a copy of this great game. Below are printed four spells — or rather mis-spells. What you have to do is rearrange the letters in order to reveal the true meaning.

1) FOETH MALPS TERSAM
2) INDALA
3) SIONTIVIAC
4) POMCUTER DAN EODIV MEAGS

Send your answers, with the printed coupon, to *Master of the Lamps Competition, Computer & Video Games,* Priory Court, 30-32 Farringdon Lane, London EC1 3AU. Closing date is September 16 and the editor's decision is final.

C&VG/MASTER OF THE LAMPS COMPETITION

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2)...

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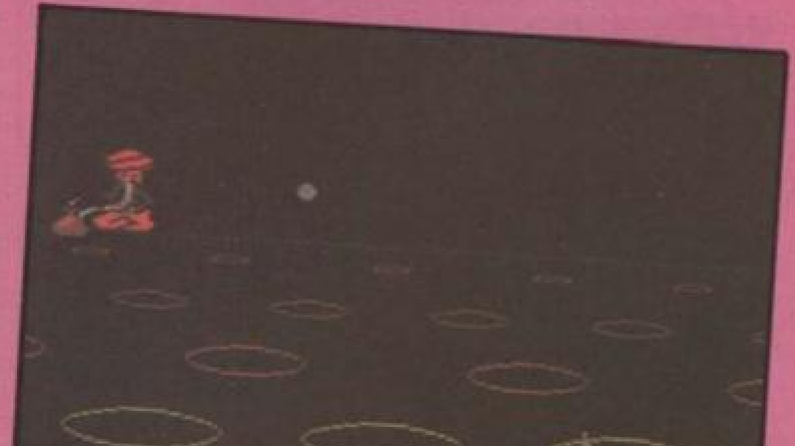

mailbag
GPO

C&VG OFFENDS ARAB READERS

Dear *C&VG*,
I wish to make a comment about your April issue. I hope you will consider my suggestion, especially as it will not affect your magazine in any negative manner.

I am, as are many fellow Arab readers of your mag, not very comfortable about your use of a Star of David to indicate "Star Games". I would very much appreciate it if you could use another figure to indicate the status of such games.

The star not only offends me, it could mean that I can no longer buy my favourite games magazine.

It is not my intention to involve you in politics of any manner. I would just like to keep on reading *C&VG*, and may I remind you of your stance against *Raid over Moscow* which you thought was offensive. Besides you are not losing any of your Jewish readers if you use something other than a Star of David.

Samer Shuli,
Abu Dhabi,
United Arab Emirates.

Editor's reply: Well, we changed our Star Games sign before we received your letter, Samer — we hope our new logo is politically sound!

KUNG FU TAKES A BEATING

Dear *C&VG*,
Bug Byte takes a bigger beating! I also have *Kung Fu!* by Bug Byte and, in reply to Ian Hudson's letter in the June issue of *C&VG*, I have beaten this score at Black Belt level 8 with over 500 points and can prove it! No lives lost either!!

R.D. Walton,
Cumbria.

US SOFTWARE INVASION?

Dear *C&VG*,
I have had my C64 for a year now and I am very pleased with it. I think I am now a good judge of software as I have also had a Vic 20 and a 48k Spectrum.

When I first got my C64, US Gold had only just started to import games. The first of these games were *Beach-Head*, *Forbidden Forest* and *Aztec Challenge*. Even now, a year later, I still rate these games as better than most English software produced today. Even so, there was quite a lot of good English software around, like *Revenge of the Mutant Camels* and *Hunchback*. Since then, the shops have been swamped with very high class American software.

Do not think that I am one of those people who always buys British — I am not. All I am saying is that English software companies are not pulling their weight.

Stephen Sotiriai,
Middlesex.

THE DRAGON'S LAST FAREWELL

Dear *C&VG*,
As a faithful reader of *C&VG*, I am proud to admit that I own a Dragon 64 — one of the few. We must be the few because not only does *C&VG* now ignore our presence but also your advertisers and seemingly most of the British computer industry.

My faith has been shattered by wasting 95p on a magazine that since Xmas hasn't even mentioned the Dragon's funeral. I bid you all at *C&VG* a farewell.

G. Smith,
Berks.

A REVIEW OF PIRACY?

Dear *C&VG*,
I think the main reason why copying occurs is because when people walk into a computer store and see a new release they will not buy it unless they have seen a review of a game. But no magazine — including *C&VG* — reviews software before it hits the streets so they leave it on the shelf.

The moral of this story is try to review a game before it enters the shops. Everybody is prepared to buy an excellent game if they have read a review.

Stuart Sudworth,
Lancashire.

Editor's reply: Are you listening, software houses!

ELECTRONIC TOP TEN

Dear *C&VG*,
In my opinion, having music in a game is the best idea since inventing the computer. Music helps take the edge off a game, it even soothes the nerves! I have chosen my Top Five tunes from my games collection — I have a 64. They are:
1) *Kong Strikes Back*
2) *Ghostbusters* (C64 version)
3) *Suicide Express*
4) *Spy vs Spy*
5) *Gyruss*

I often see many good games on the shelves of many shops in Colchester, but these are often let down by having poor music which sounds like a two year-old playing a mouth organ whilst standing on his/her head underwater. But some games are good enough to be able to do without music — *Impossible Mission* for instance.

Peter Roe,
Colchester.

EYE-CATCHING COVERS

Dear *C&VG*,
Every time I walk into one of the many shops that stock your magazine, I am always able to spot it as I walk towards the rack. Well, many other people may be able to do the same, I hear you say. But, as I am a keen artist — well at least I like to think I am — I notice the quality of front cover you always have. This makes your magazine stand out from the rest in my opinion.

The artwork involved impresses me no end! So I really must congratulate you on outstanding covers and an excellent magazine.

S Glossop,
S. Yorkshire.

Editor's Reply: Thanks for the compliment, Mr Glossop. We try hard to come up with new and interesting covers every month.

EXPENSIVE AMERICANS

Dear *C&VG*,
I am an American living here in Europe. Your magazine is pretty good but, I have noticed that you do not give a lot of information about US software and computers. I cannot find software for the Apple IIc, or Commodore P.T.C. I would like to see in some future editions something about US software.

Corressis,
Monaco.

Editor's reply: We do run a regular Letter from America column, Corressis — but it's difficult for us to cover the machines you mention in any detail as they are well above the price range of the majority of our readers.

mailbag
GPO

SICK OF SCOTT? SURELY NOT!

Dear *C&VG*,
How about giving us more about computers for our 95p? What I mean is we buy the magazine to hear about computers not holidays (*Deathtrap Dungeon*) or American games (*Photon*) or where Jeff Minter goes on holiday!!

I don't want to know about *The Last Starfighter, Gremlins, Electric Dreams, Conan the Destroyer* or *Dune*, even if some of them have computer games based on them!

Instead, why don't you just tell us about the computer games and not the films?

Also in June's issue you tell us how the special effects of *Tron* and *The Last Starfighter* were created. That's great if you happen to own a mainframe.

By the way, I doubt if you can do anything about *Doctor Who* being taken off the air. The money saved will be used to create new and BETTER programmes.

So I suggest that you dedicate your pages — and our money — to computer-based items. For example, why not some Adventure extras, for the less popular computers, ie Vic-20, Dragon, Tandy or BBC?

By the way, will you stop praising Scott Adams in your Adventure section? He may be a good Adventure writer (the best?) but I get sick and tired of hearing about him! Why not give him a break and let another Adventurer get the limelight?

Do you have to go to all that trouble just to get free copies of his games to give away.

I doubt if this letter will ever see the light of day again, let alone be printed!!
D Mitchell
Southampton

Editor's reply: You could be starting something here with your jibe at *Dr Who*, Mr Mitchell! Just watch these pages. What do the rest of you think about the general interest articles we've been running in *C&VG*? As for your criticism of Scott Adams — well, point taken, but are you ready to deal with the giant Campbell arriving on your doorstep with a blunt instrument?

BUT YOU CAN USE A JOYSTICK!

Dear *C&VG*,
I feel I must complain about your review of *Star Avenger* for the Amstrad, in the May issue of *C&VG*.

Your reviewer said he was disappointed that the controls were keyboard only. Well I find it ridiculous that a reviewer, who I presume gets free software to review, cannot be bothered to do his job properly. This is the third review of this game I have seen and each time the same criticism has been made.

On loading, the title screen appears and at the bottom it says "PRESS SPACE OR FIRE TO START". If you press start with the spacebar then you have to use the keys. If you press the joystick fire button then you can use the joystick. Also on the next screen it says "USE JOYSTICK OR" the key layout shown.
Allan Mayers
Cwmbran
Gwent.

Editor's reply: Point taken, Allan. But it would help to have all the information printed on the cassette inlay.

HAPPY BIRTHDAY C16!

Dear *C&VG*,
Over the past three years of your existence, you have had letters from frustrated micro owners telling you that you are forgetting about their particular micro.

First it was Atom owners, then Vic owners and more recently BBC owners have had their say.

I'm not going to add to the list but state that you haven't even mentioned my micro even though it is now the cheapest colour micro on the market (I won't say it's the best one) and it is now coming up to its first birthday. My micro is the Commodore 16.

So please start giving this poor little computer a look in every now and then.
Shaun Berry
Midhurst
W. Sussex.

Editor's reply: We have been reviewing C16 games and featuring news items about your machine, Shaun. Five C16 games are reviewed this issue.

WHAT ABOUT A US SOFTWARE CHART?

Dear *C&VG*,
I just dropped a line to say how much I enjoy reading your magazine. I buy it every month and it is ACE. It stands out on the rack at my local newsagents and would be way in the lead if I had to pick a favourite magazine.

I think your artists are brilliant, especially Jef Riddle. Please could you send me his autograph and, if possible, some of his originals?

Even though I have a horrible Aquarius, I will never miss an issue just to read about the current software and hardware scene.

You ask for ideas about what to put in the US column — well, how about a US software chart and computer selling chart?
Brian Donnelly
Bolton.

YET ANOTHER CONVERT TO C&VG

Dear *C&VG*,
A few months ago, my favourite magazine was stopped, so while browsing through all the newsagent's mags, I picked up yours and flicked through it. I bought it and after reading it I was totally hooked.

Your Adventure corner is the best I have ever seen and also the biggest.

I think your support for machines like the Atari, MTX and TI could be better.

Maybe you could do an article each month on the very best software on machines which aren't as popular as Spectrum and Commodore.
Barry Ullah
London.

Editor's reply: Welcome to *C&VG*, Barry. Glad you like it. Watch out for an Atari special in August.

THE INCREDIBLE SHRINKING MAG.

Dear *C&VG*,
In the November and December issues of last year, 210 pages existed, but now only about 120 pages exist. Why is this? Also what has happened to the Top 30 charts?
Christopher Brooks
Cornwall.

Editor's reply: The size of your *C&VG* depends on simple economics, Christopher. The more adverts we get, the more pages overall. And the Top 30 was back last issue!

PEN PALS

Welcome to *Computer & Video Games' Pen Pal Page*.. This is the page that is designed for you to get in touch with one another. If you would like to get in touch with someone from this country, please write care of *C&VG* (remember to mark your envelope with the person's name). Any reader who lives abroad should write directly to them — you will find their address under each letter.

Dear Sir
I just recently bought your magazine in a bookstore. It is very interesting. I am interested in writing to a fellow-computer buff who also has a C64 (I have a disk drive, datacassette and printer). I am a novice programmer but I enjoy all types of programs — recreational and educational.

Chris A Raudonis
45 Pelham Road
Hudson
New Hampshire
03051
USA

Dear Sir
I own an Atari 800XL and disk drive. I have lots of great games for my computer. I would like to have some pen pals from anywhere. We could exchange software, talk about our computers and send each other information. I live in Northern Ireland and would dearly love to share playing tips for games such as *Ghostbusters*, *Summergames* and *Bruce Lee*. Hope to hear from you soon.

Richard Allen
N Ireland

Dear Sir
I am a Spectrum 48k owner and I collect games. I have got nothing against Adventures but, surprisingly, I just can't play them, except the *Lords of Midnight* trilogy. I also enjoy games like *Bruce Lee*, *Ghostbusters* etc. I would like to make contact with Spectrum owners in England.

Lastly, you don't necessarily have to like the software I mentioned. I just want to talk and hear about new and old software. Please send your letter to the address below.

Vignir M Haraldsson
Kirkjubraut 27
Njarovik 260
Iceland

Dear Sir
I buy your magazine frequently here in Egypt. I would like to swap listings with another C64 owner.

Abdel Hadi Bukres
PO Box 2820
Hurria
Heliopolis
Cairo
Egypt

Dear Sir
Help! Does anybody know how to find the hat which is needed to pass through the skull in *Mountains of Ket*? I am looking for a computer pen pal from any country, as long as they can speak English.

Gary Smith
Scotland

Dear Sir
I own an Acorn Electron and I would like to get in touch with another Acorn user. I am twelve years old and I like all different types of software. I would be interested in someone about my age who would like to swap software.

Darryl Kilgallen
Staffs

Dear Sir
I have an Intellivision game component and the computer adaptor. The Intellivision is very good for games, but I cannot find any games, listings or programs for the computer. So, if there is anyone with an Intellivision computer, please contact me through *Computer & Video Games*.

Oliver Hill
Bucks

Dear Sir
I am a Commodore Vic-20 user in Nelson, New Zealand and would like a British pen pal who also has a Vic 20, for exchanging software and computer knowledge. My other interests are tennis and arcade games. I am 15 and would like a male pen pal about my age. I have a large collection of interesting software.
Please write to:—

Andrew Trainer
21a Examiner Street
Nelson
New Zealand

Dear Sir
I represent a small group of Atari computer users in the London, Essex and Kent area. Although our group is quite small in membership, it is very big in enthusiasm. We would desperately like to contact other Atari users and user groups with the view to exchanging news and views etc. If there are Atari users out there, we want to find them.

If you could print this, it would be a great help and no-one could say that you ignored the Atari, which of course you don't.

Martin Smith
Dagenham
Essex

Dear Sir
Solo Software have just announced the formation of the UK branch of the international MZ-700 Owner's Club.

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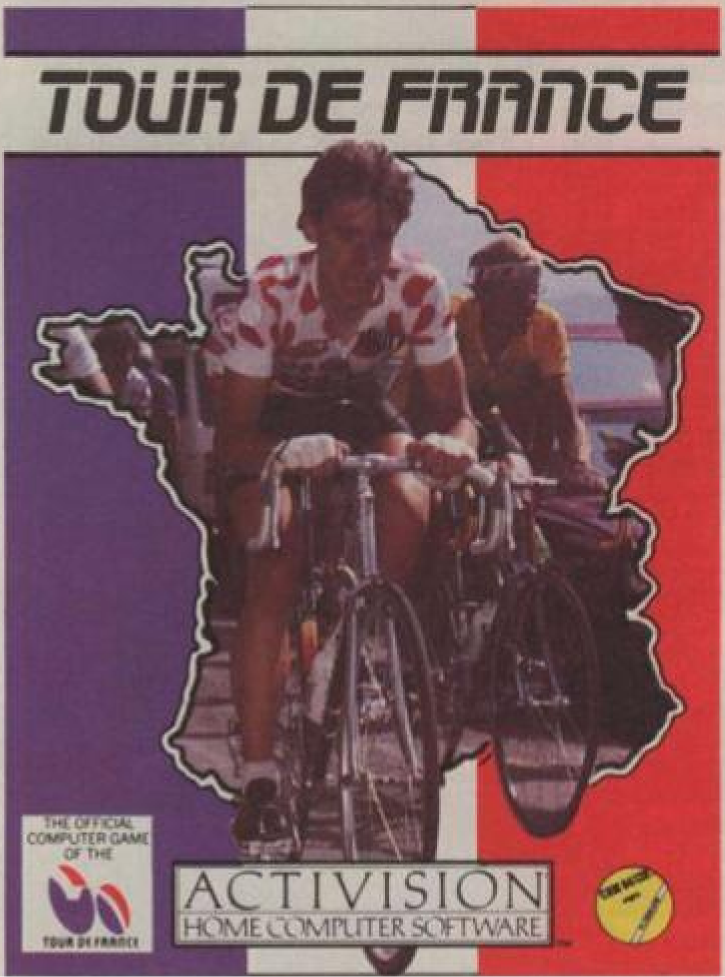
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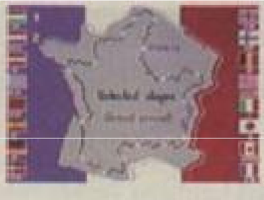

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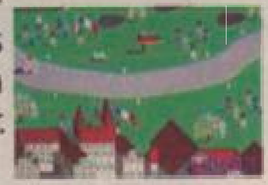

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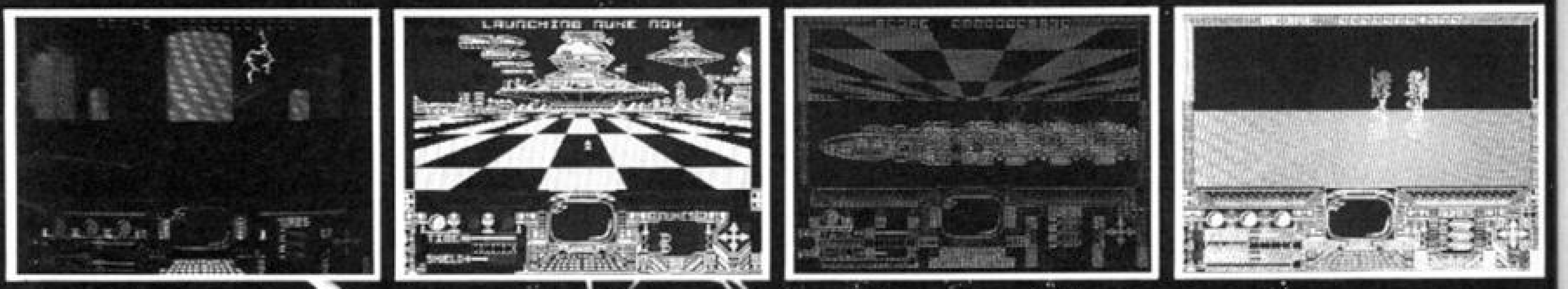

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DON'T FORGET US — PLEASE!

Dear *C&VG*,

A number of points:

- Good mag — well worth 95p.
- Very impressive *Adventure Helpline*. It is nice to be replied to personally when there must be hundreds — 1,000s? — of screams for help.

Ten out of ten to Keith Campbell, even if he wasn't able to help with *Tir Na Nog*.

- Having just read your *Golden Joystick* awards for this year, I think it would be fascinating to publish a retrospective view of previous years. Imagine Software must be in there somewhere.
- Finally — a good moan. I find it extremely annoying to read reviews of new games to be told they are available for C64 alone and then find advertising for the Spectrum version — and don't say it doesn't happen very often, because it does. Last month alone it happened with *Shadowfire* and *World Baseball* — so *STOP IT!*

Dave,
Cumbria.

AN ALTERNATIVE OPINION

Dear *C&VG*,

Regarding the letter from Michael Steinmets (*C&VG*, May) I have a few comments to make:

1) *Frankie Goes To Hollywood* shock only Radio 1 DJs and 13-year-olds.

2) I can see why, to a generation force fed Drone Drone, Howard "Wimp" Jones, Nik Gerbil and the like, *F.G.T.H.* seem "revolutionary".

However, I am afraid they are not. Their rebel pose is just that — a pose. They are as plastic and packaged as all the other chart bands. They just happened to be packaged extremely well (congratulations, Paul Morley).

3) I suspect that Michael is too young to have witnessed the phenomenon that was the summer of '76.

4) *F.G.T.H.* are *NOT* the new *Sex Pistols*. They are a rock'n'roll swindle.

5) Go to a good record shop, Michael. Find the section "Alternative/Punk" (if there isn't one, it's not a good record shop). Find a 12" single by *Psychic TV* called *Unclean*. Buy it! Play it! Smash your *Frankie* records!

Marcus Groan,
Manchester.

NEGLECTING THE ELECTRON?

Dear *C&VG*,

Well, I've waited and waited, but will not keep my cool any longer. Although your magazine is excellent in most respects, you have only reviewed one game and printed two or three programs for the Acorn Electron since it was launched nearly two years ago.

It now has a fair amount of high quality games around, has a user base of around ¼ million and has been the third best selling micro for several months. It seems a great pity to me that machines like the Electron, TI-99/4a and CBM16 have been permanently left out of *C&VG* — they are all popular micros.

I am pleased to see MSX and Amstrad specials as well as one for the TI, so how about one on the Electron with no BBC Bs in sight.

Finally, since you're fond of mapping out arcade adventures, how about one for the Electron such as *Sim* by Viper Software which contains 70 screens.

Mark Turner,
North Humberside.

Editor's reply: We haven't forgotten the Electron, Mark — but it appears the major software houses have.

IMPOSSIBLE?— NOT QUITE

Dear *C&VG*,

I feel that I must add my comments to your review of CBS/Epyx's *Impossible Mission* in your April 1985 issue.

No matter what your reviewer says, nothing, I repeat nothing, can convey the horrors that I, a dedicated, hardened video gamer, went through in my attempts at completing this masterpiece of silicon joy.

But I, yes I, a gibbering wreck, have completed this mind bender and achieved the impossible. I am now returning to normality because I have heard the soothing female voice when the mission is completed.

Why only award nine points for the graphics which are the most stunning and realistic on any computer?

Billy McLaughlin,
Londonderry.

PIRATE SINKS CBM GAMES

Dear *C&VG*,

I am very confused about a problem which has riddled me since the birth of the 64 many moons ago. Why are Spectrum programs cheaper than those for the 64? A piece of software for the Spectrum costs around £5.95, but for the Commodore 64 it costs £7.95 — why? Don't tell me that its magnetic tape length or programming time is longer than that on a Spectrum (in some cases less).

Why is it then that software still costs £7.95 for the 64 and yet the same piece of software for the Spectrum costs say £5.95. A point I raised before about magnetic tape length. Take *Beach Head*. There is less mag tape in that than in the Spectrum version and yet it sells £2 cheaper than the CBM.

The same goes for conversion to the CBM. The programming time taken for *Jinn Jenie* is roughly the same as the time taken for its conversion to the CBM.

Most of my software is pirated and on floppy disc (even turbo loaded software). I am not proud to be called a pirate but if computer giants put the prices £3-£4 more than the original for the Spectrum then copying the software works out cheaper. If the companies dropped their games to a minimum level of say £5.95 then I would certainly buy more original software. But until that day I remain a pirate — sinking software companies.

Name and address supplied.

Please drop us a line at: Computer & Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

C&VG HOTSHOT OF THE MONTH

This issue we're continuing our new look **HALL OF FAME.** We are still printing scores on your favourite games — but the REAL challenge is the *C&VG* **Hotshot of the Month** title.

How do you get to be a *C&VG* Hotshot? Simple. Just get a high score on our nominated Hotshot Game of the Month and send your score in on the form provided to *Computer & Video Games*, Hotshots, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

Then we'll pick out the two highest scores and invite them to come to the *C&VG* offices in London where we'll hold the play-off.

The winner will get a special *C&VG* Hotshot prize package — and the runner-up won't be going away empty handed either. So don't delay — get your score into us today.

THIS MONTH'S HOTSHOT GAME OF THE MONTH IS WAY OF THE EXPLODING FIST — for the Commodore 64.

Way of the Exploding Fist is an all action simulation of the ancient martial art of karate. The programming of the game has been supervised throughout its development by a top karate expert which has helped to produce a realistic game where every bone-crushing move is completely accurate.

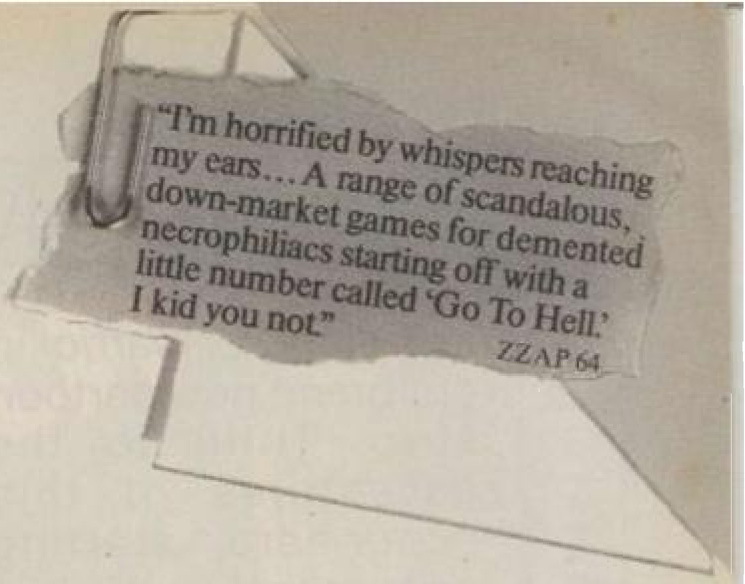
We're still interested in your hi-scores on other games — and remember the number one scorer from each game we print each month gets a *C&VG* t-shirt. And DON'T forget to send a photograph of yourself along with your **Hall of Fame** entry. We like to see just what a *C&VG* Hall of Famer looks like!

C&VG HOTSHOT OF THE MONTH CONTEST

Name ....
Address..........
My score on *Way of the Exploding Fist* was.....
Date ....
Witnessed by ....

C&VG HALL OF FAME

Name ....
Address..........
Name of game..........
I scored ....
Machine..........
T-shirt size (S, M, L) ....
Witnessed by ....



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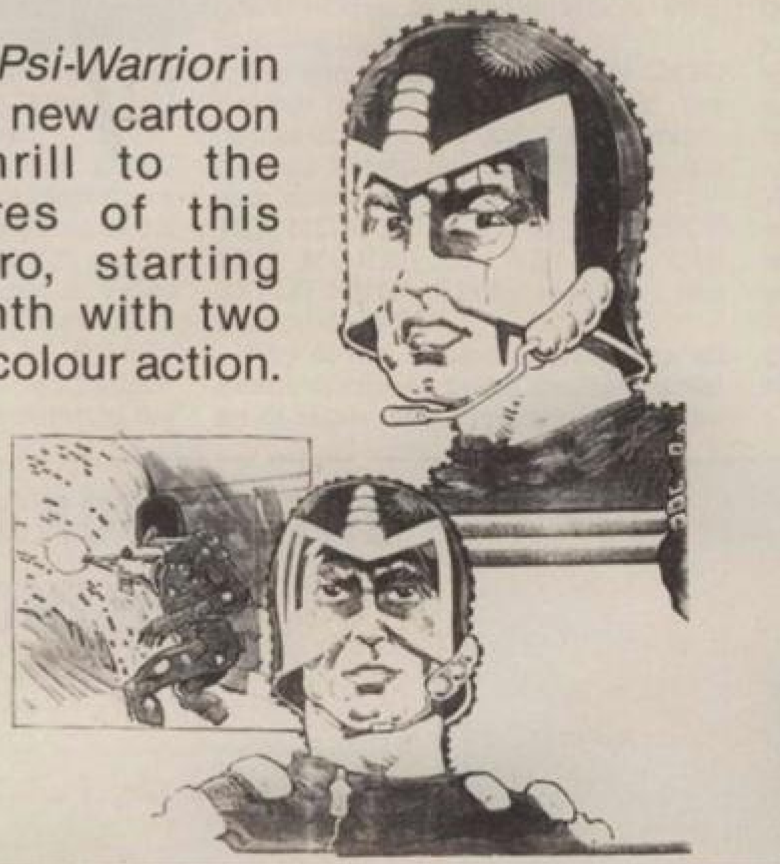
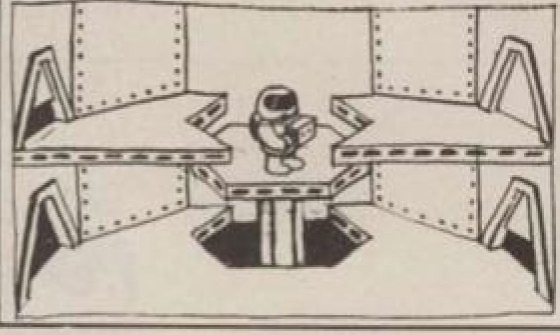


Dance to the music in next month's *C&VG.* Music software programs for your computer are growing in popularity.

We look at the various packages available for your computer. We also investigate how computers are used in recording studios.



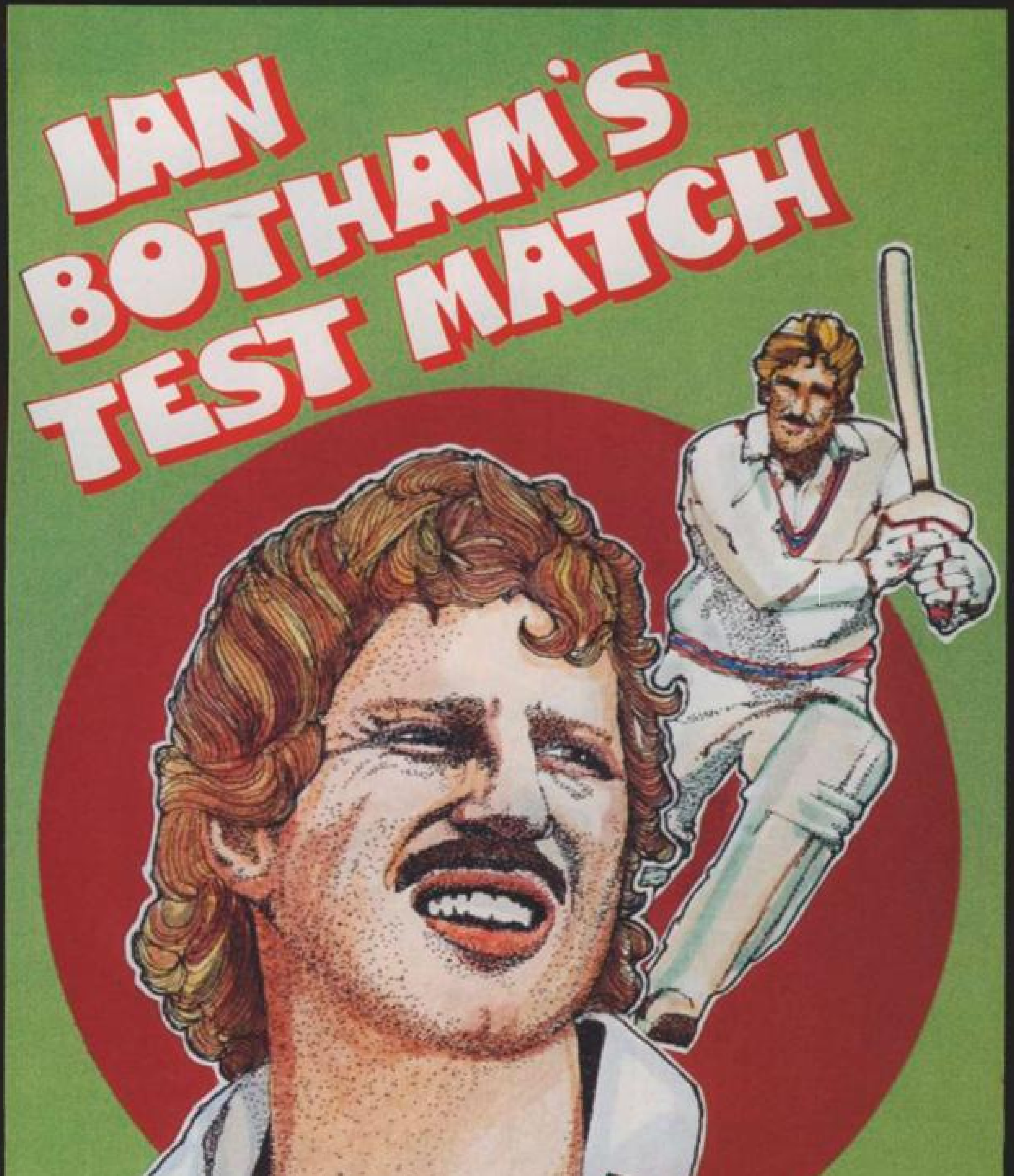
Ever wondered how a software house produce a game from scratch? Well you can find out with part one of Diary of a Game, a week by week account of how a game is produced.

How would you like to build movable machines to your own design?

Enter our great Robotix competition next month and try to win one of these fantastic new motorised construction kits.

***Jonah Barrington's Squash* is shooting up the charts. But how would you like to get some personal coaching from the former world champion? That's the top prize in a competition we are running with New Generation Software.**

PLUS/A special *Way of the Exploding Fist* competition, *Hot Gossip*, listings, Hall of Fame, news, reviews and lots more.



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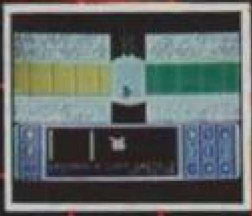
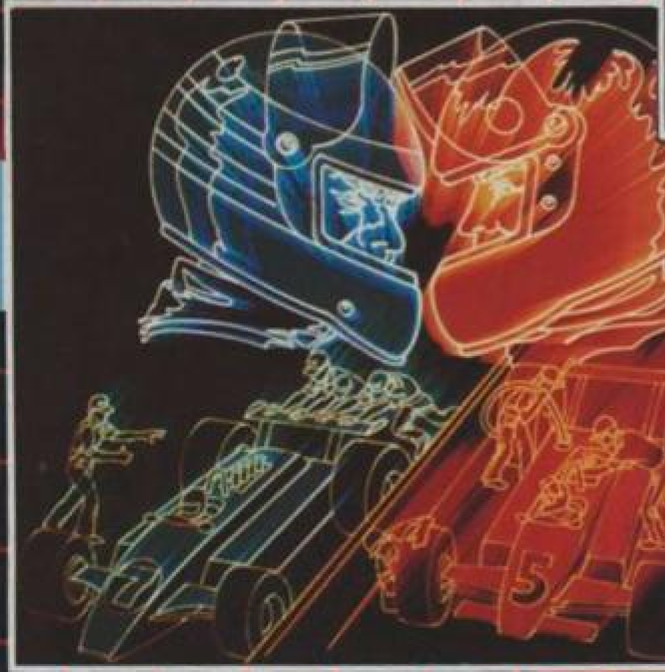
IMPOSSIBLE MISSION

All the critics agree . . . Impossible Mission has a unique place amongst today's software classics. Superb graphics, synthesized voice and original game concept will keep you coming back for more. Already voted "Game of the Year" by British Micro Awards 1985, it is surely destined to become an all time great. Are YOU ready to face the most impossible mission yet devised???

"Outstanding graphics, sound and amazing digitized speech". ZZAP! 64





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